



“Stakes Pt. 8: The Dark Cloud”

1034-219

Record Board

Date 03/13/15

- Board Team Final
- Network Approval Board 03/13/15
- Record Board
- Animatic Scan Board
- Conformed Board
- Design Board
- Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Andres Salaff

Storyboard by
Tom Herpich &
Steve Wolfhard

Animation Studio
SAE ROM

ADVENTURE TIME



Page 01

Sc. 01

Pnl. A

Bg.

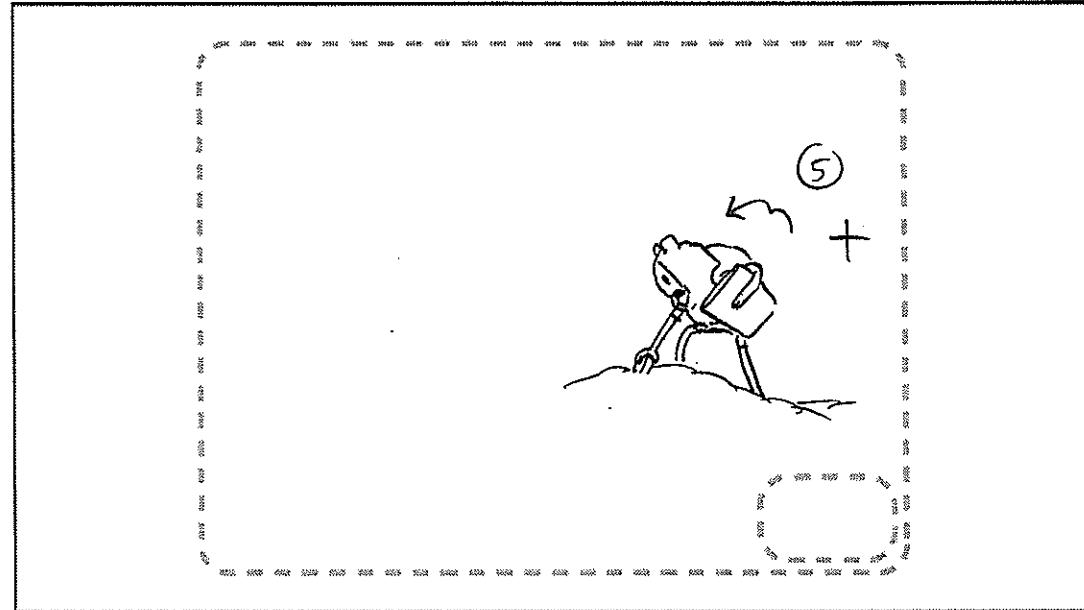
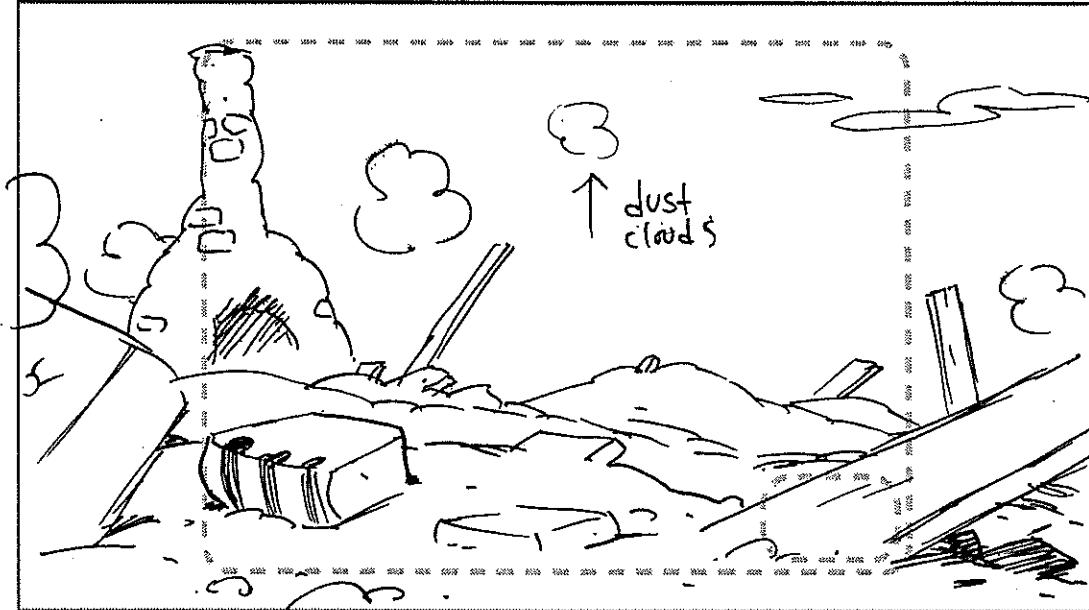
day night

Sc. 01

Pnl. B

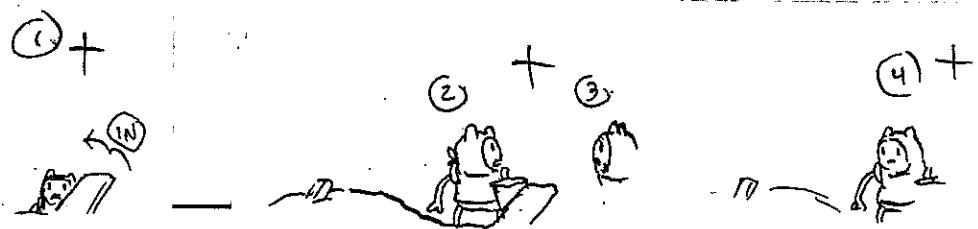
Bg.

day night



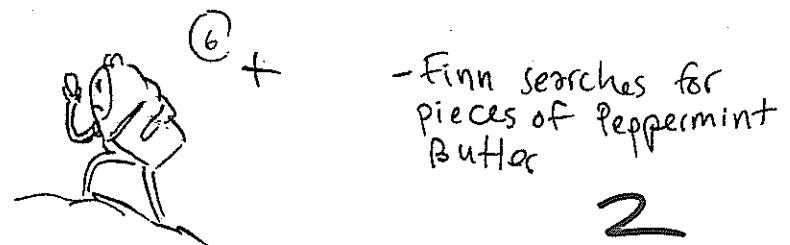
Dialog:
F: ① oh geez oh geez,
② ③ uh, c'mon...

⑥ ehhh... (panicky throughout)



Action:

Timing:



EPISODE #

Production :

1034-219

ADVENTURE TIME



Sc. 01

Pnl. C

Bg.

day night

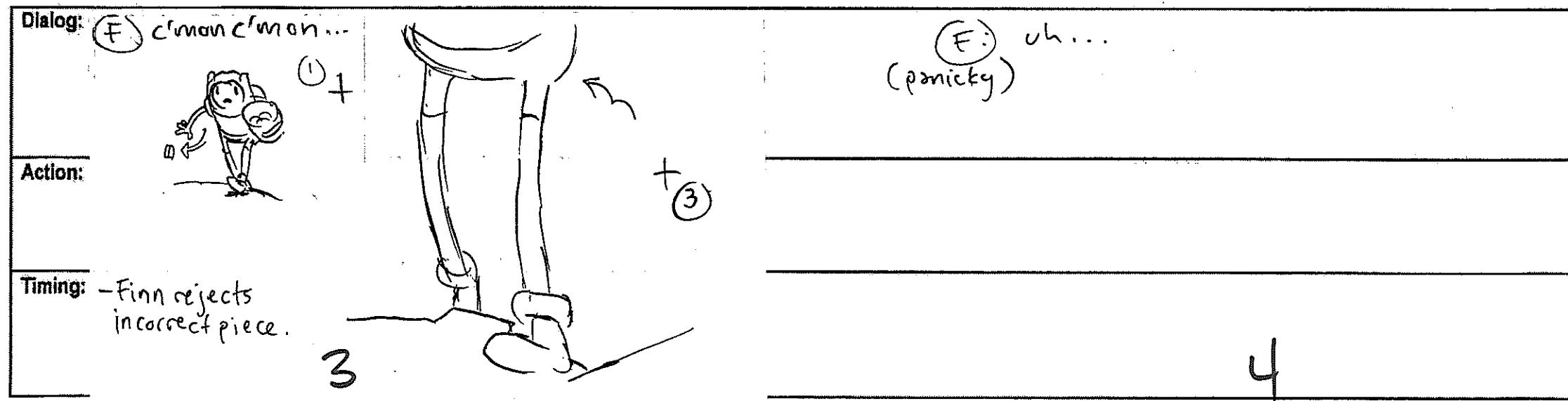
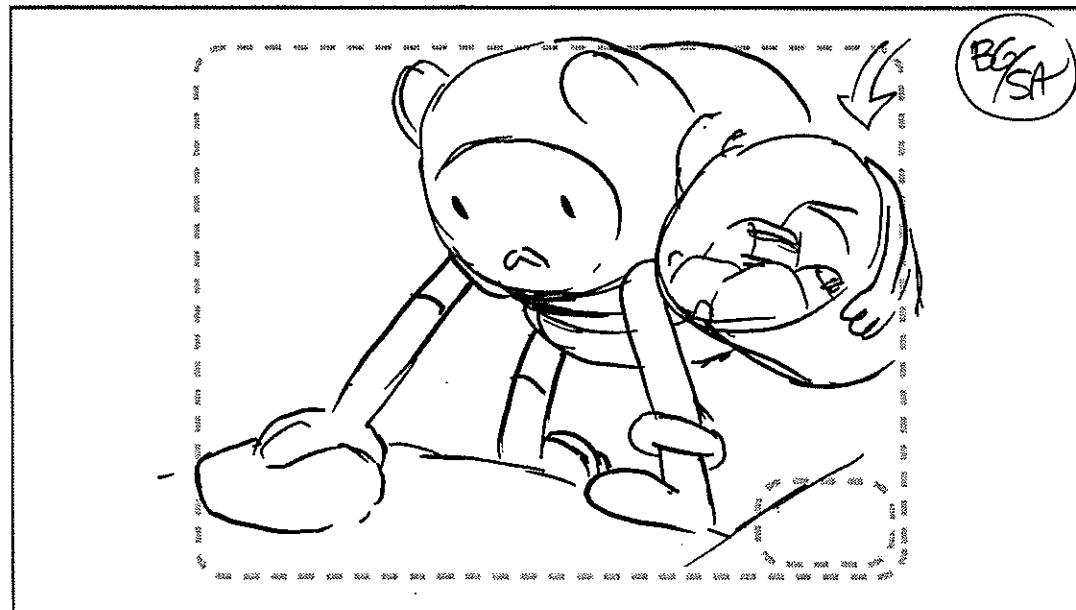
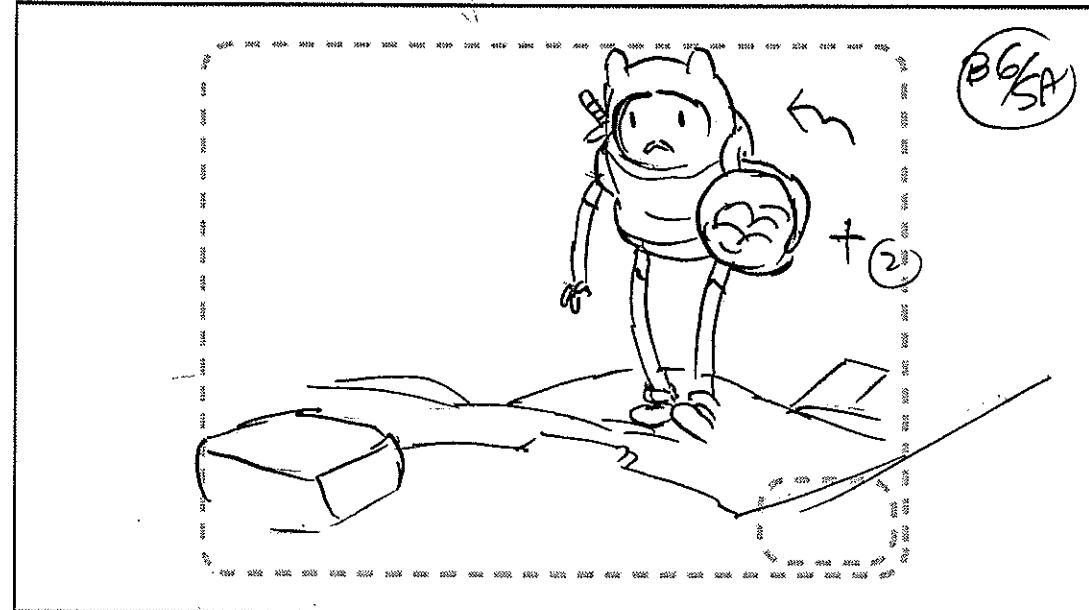
Sc. 01

Pnl. D

Bg.

day night

Page 02



ADVENTURE TIME



Page 03

Sc. 01

Pnl. E

Bg.

day night

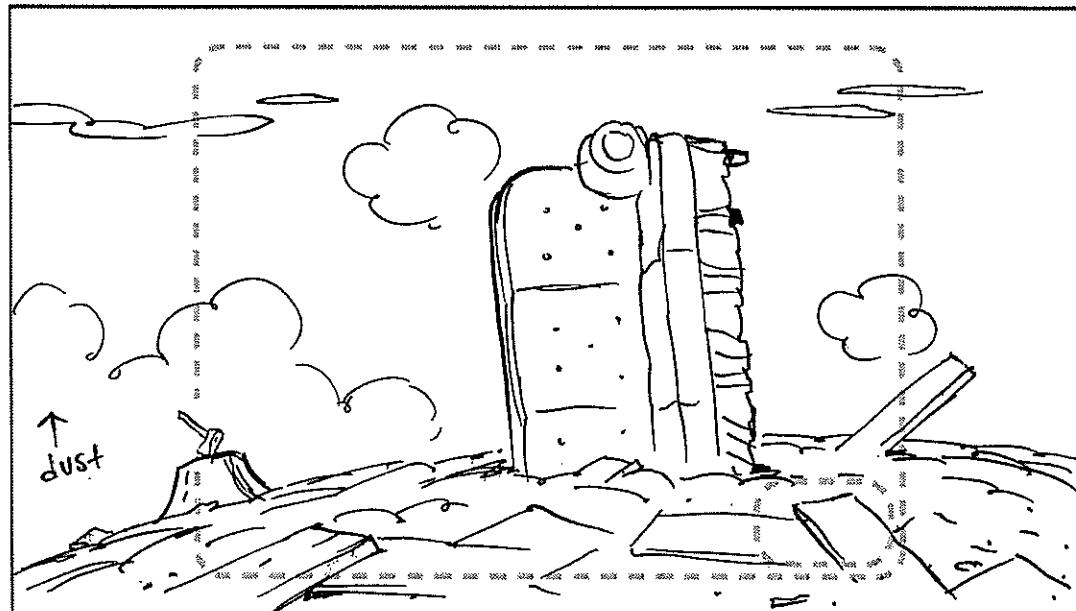
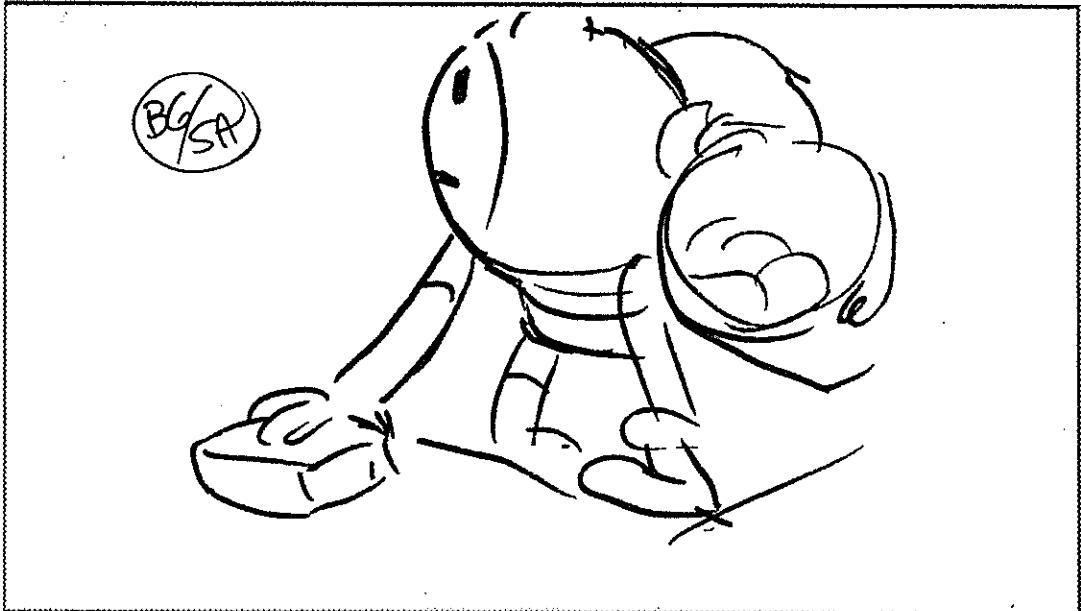
Sc. 02

Pnl.

A

Bg.

day night



Dialog:

P.B. OS

Finn don't worry
about it.

Action:

- dust clouds hover and dissipate.

Timing:

5

6

Production :

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ADVENTURE TIME



Page 04

Sc. 02

Pnl.

B

Bg.

day night

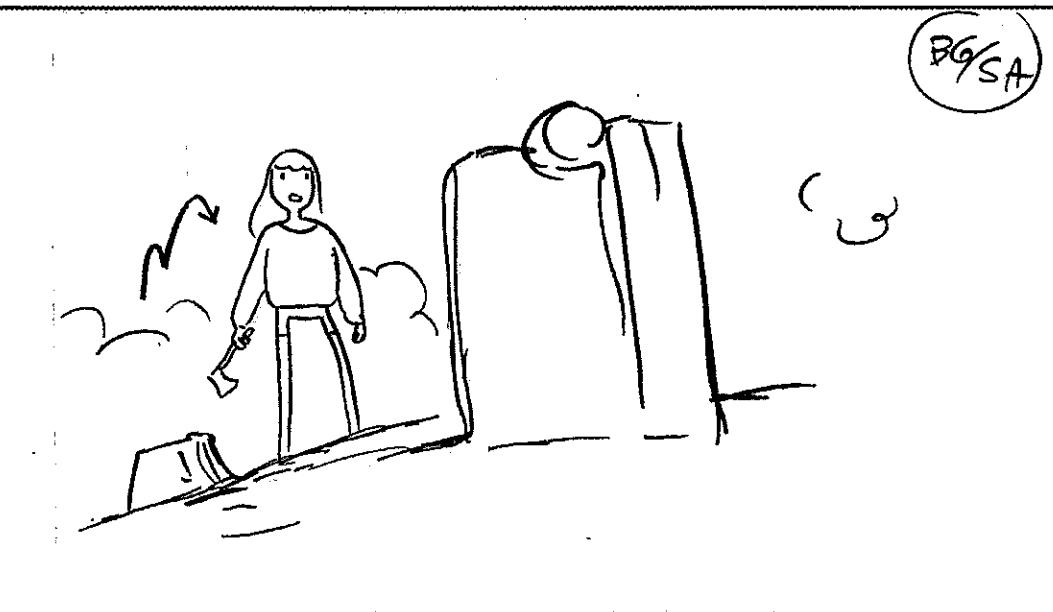
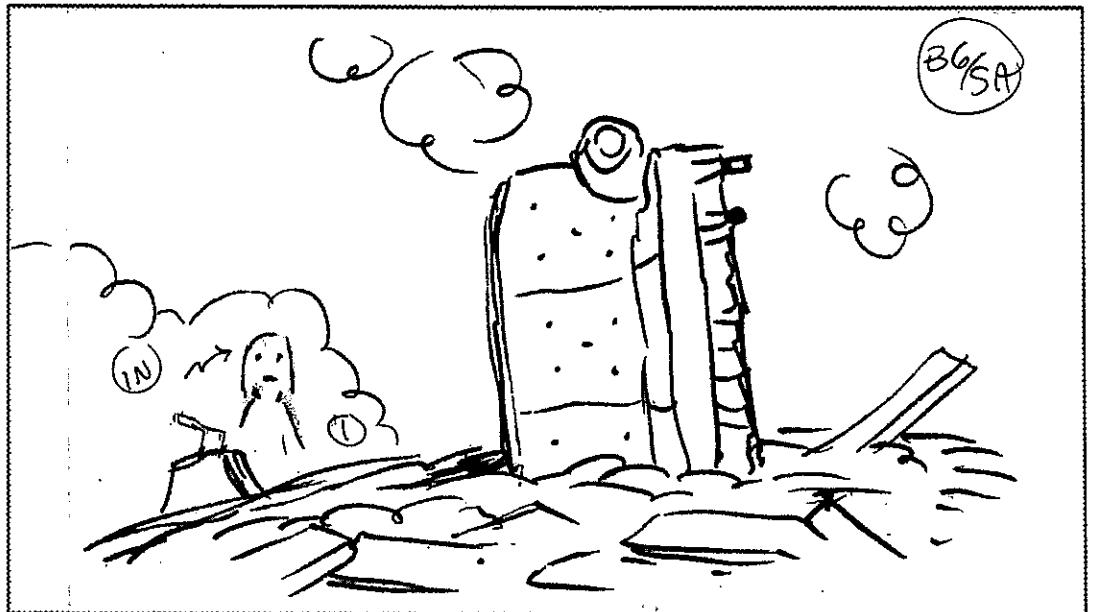
Sc. 02

Pnl.

C

Bg.

day night



Dialog:

(PB): We've got bigger fish to fry right now.

Action:



Timing:

- PB walks through dust cloud, grabbing hatchet from stump (which gives resistance) along the way.

7

8

ADVENTURE TIME



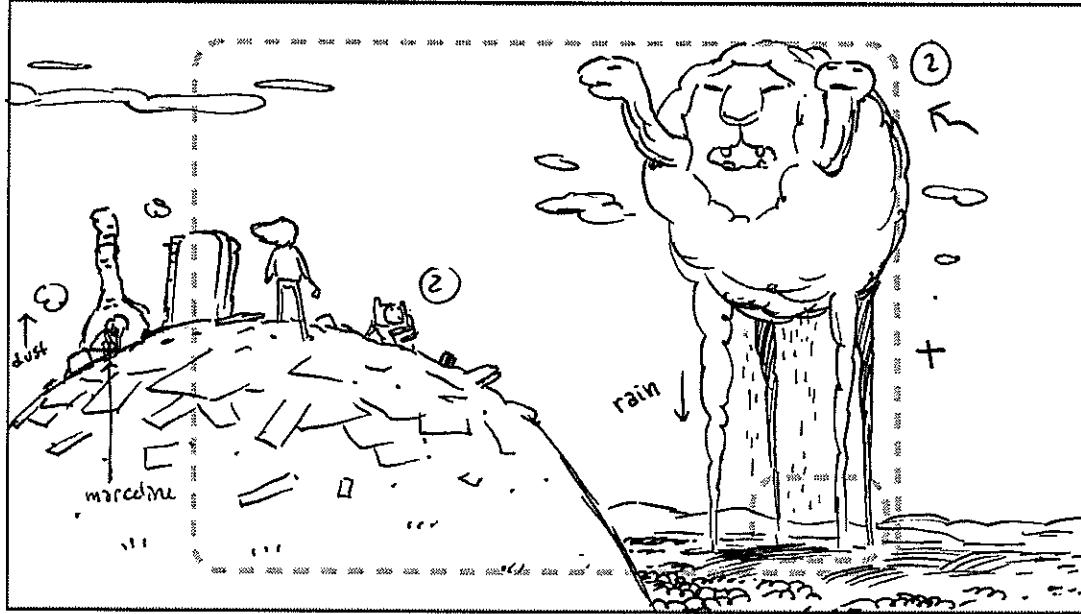
Page 05

Sc. 03

Pnl. A

Bg.

day night

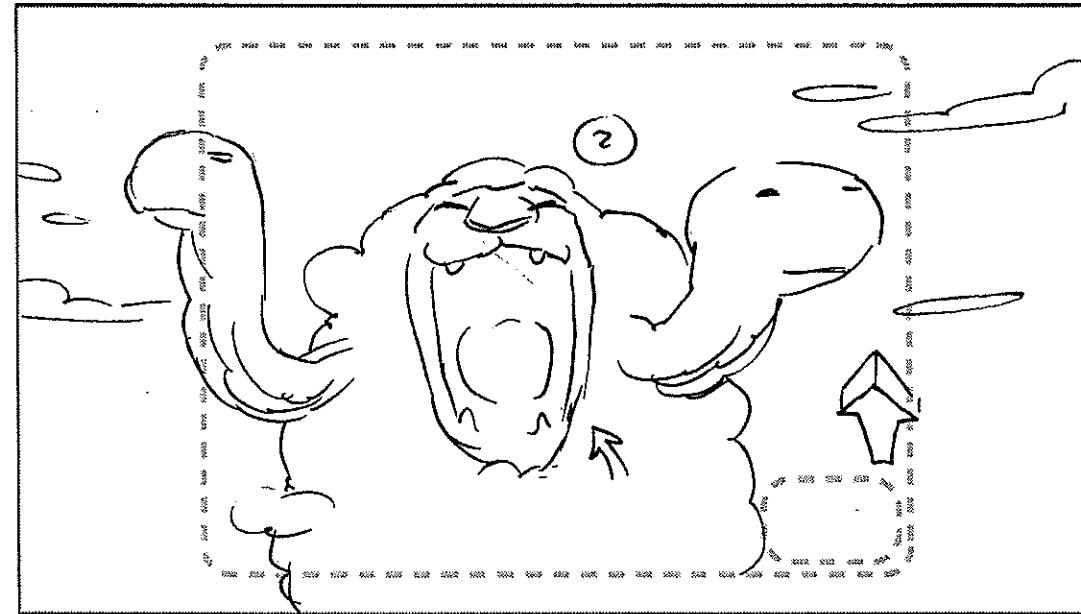


Sc. 04

Pnl. A

Bg.

day night



1034-219

EPISODE #

Production :

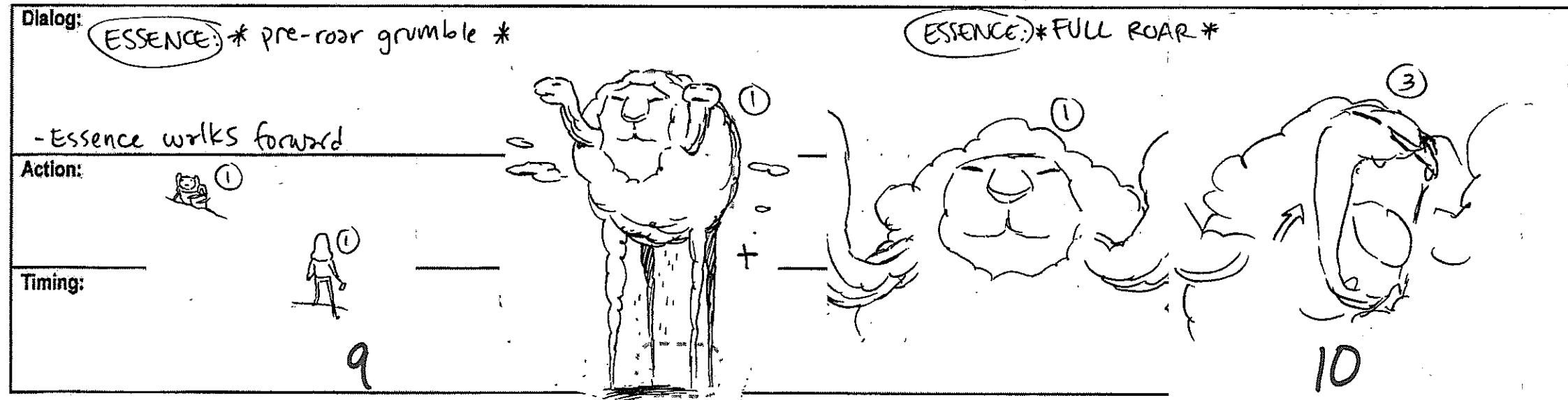
Dialog:

ESSENCE: * pre-roar grumble *

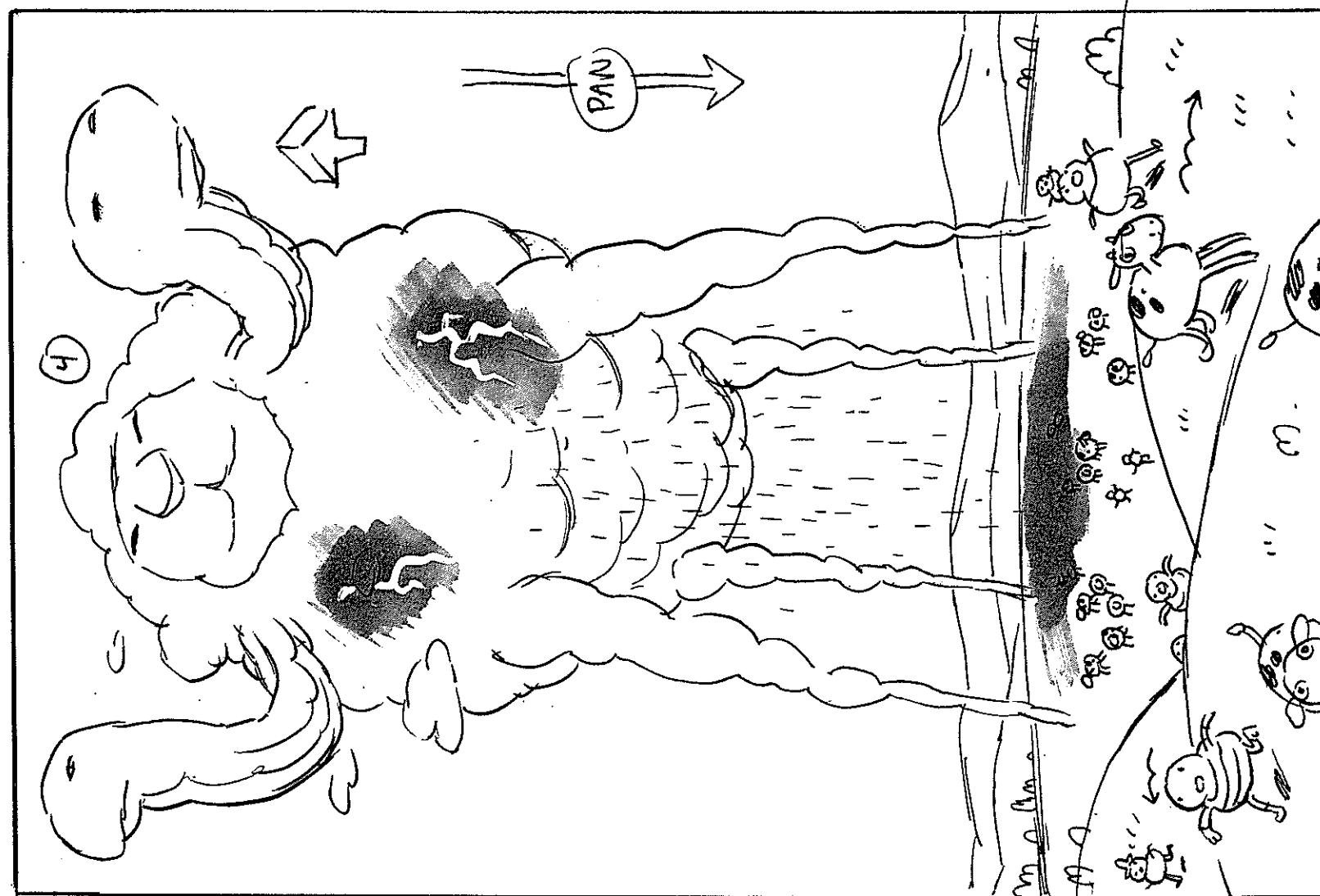
- Essence works forward

Action:

Timing:



Sc. 4 ph1 B



=

12

- cows and farmers flee essence
- rain pours down from essence's belly.

Pg. 15

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ADVENTURE TIME



Page 7

Sc.

4

Pnl.

C

Bg.

day night

Sc.

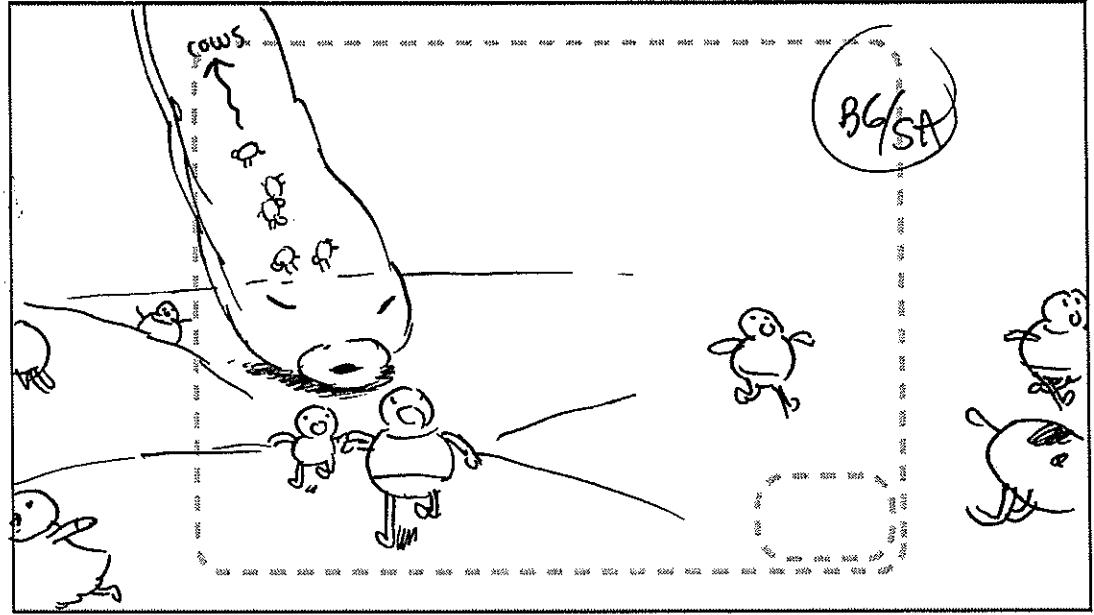
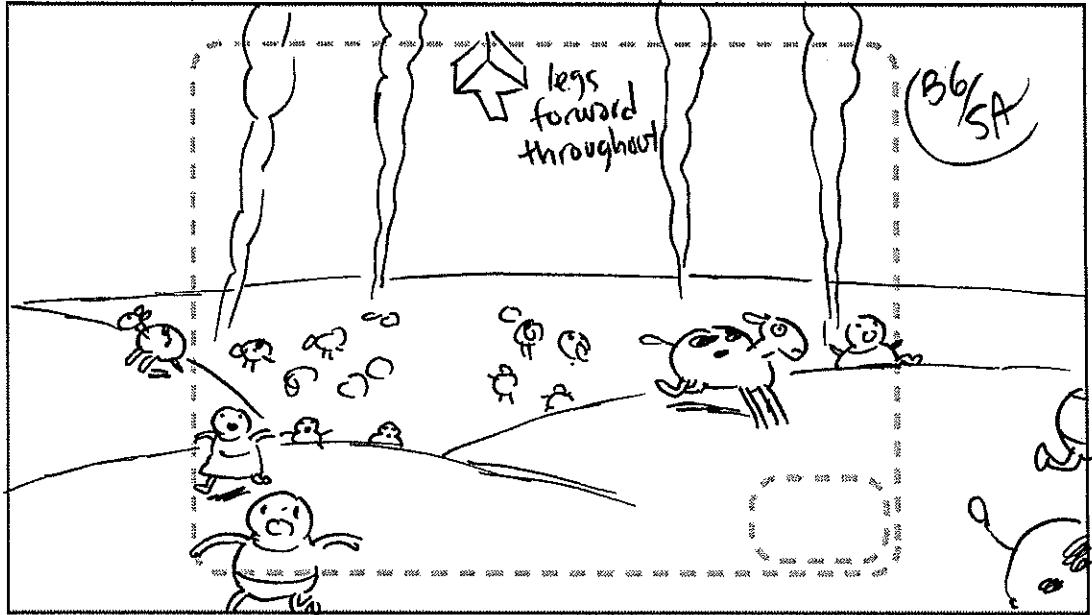
4

Pnl.

D

Bg.

day night



Dialog:

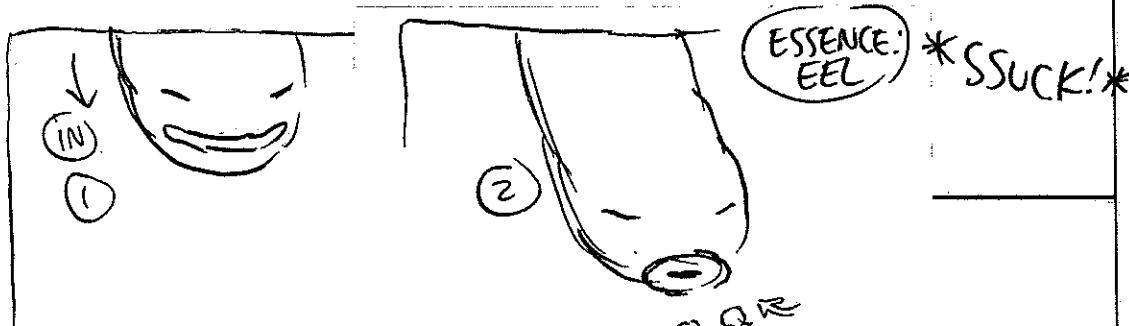
FARMERS.
+
cows
PANIC WALLA

Action:

Timing:

- Essence eels suck up
cows & farmers

13



14

Production :

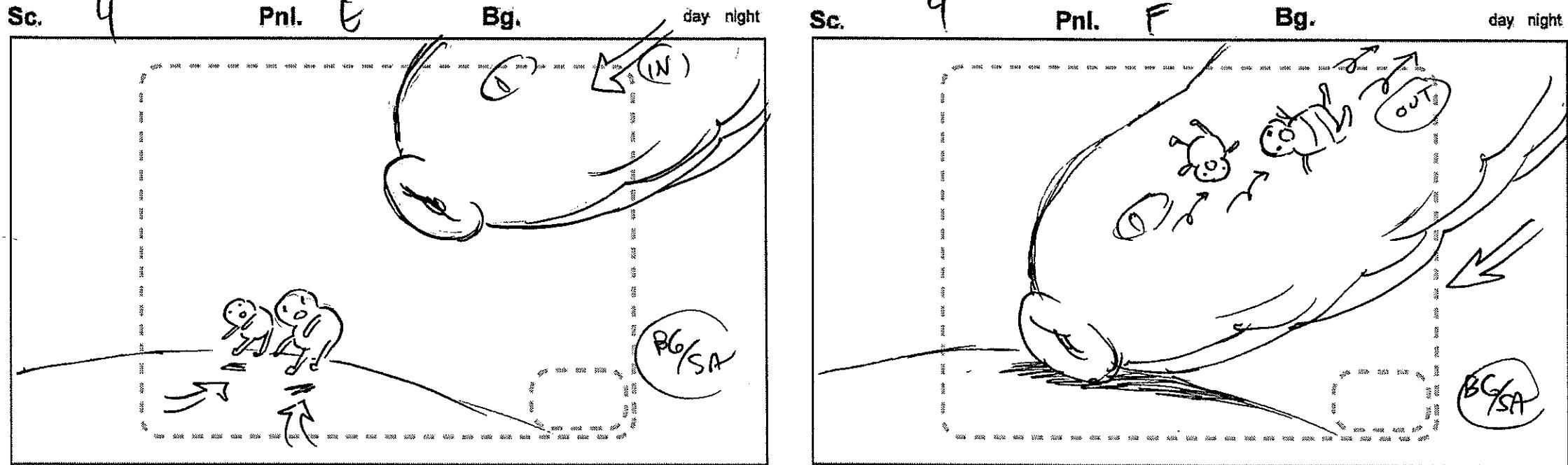
EPISODE # 1034-219

7

ADVENTURE TIME



Page 8



Dialog:	<p>ESSENCE. EEL!</p> <p>* SSUCKKK! *</p>
Action:	<p>- ANOTHER GEL HEAD LOWERS ON/S.</p>
Timing:	<p>15</p> <p>16</p>

EPISODE # 1024-219

Production :

ADVENTURE TIME



Page 9

Sc.

5

Pnl.

A

Bg.

day night

Sc.

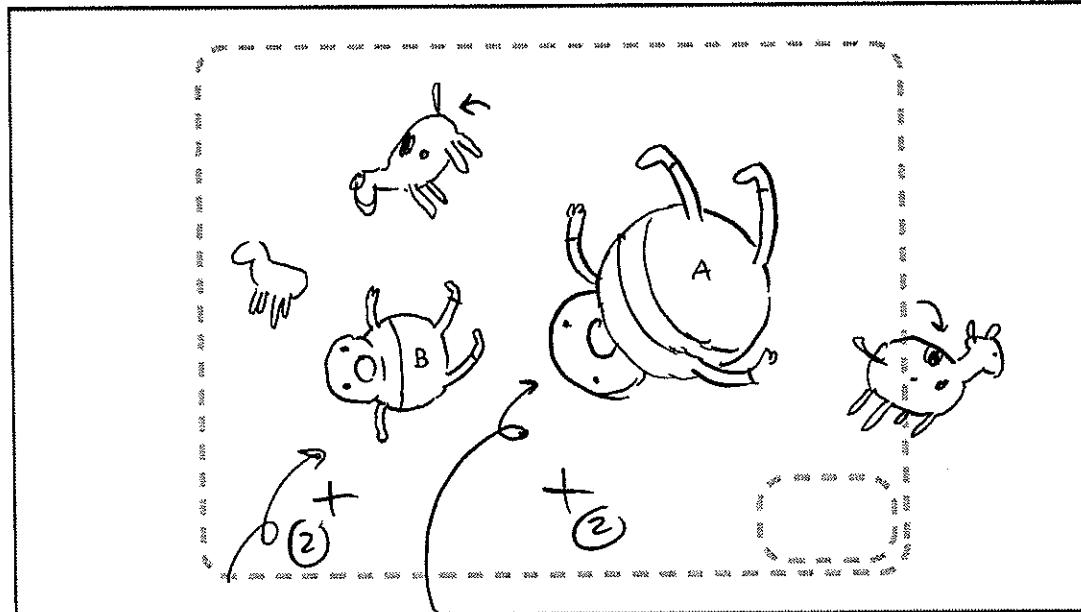
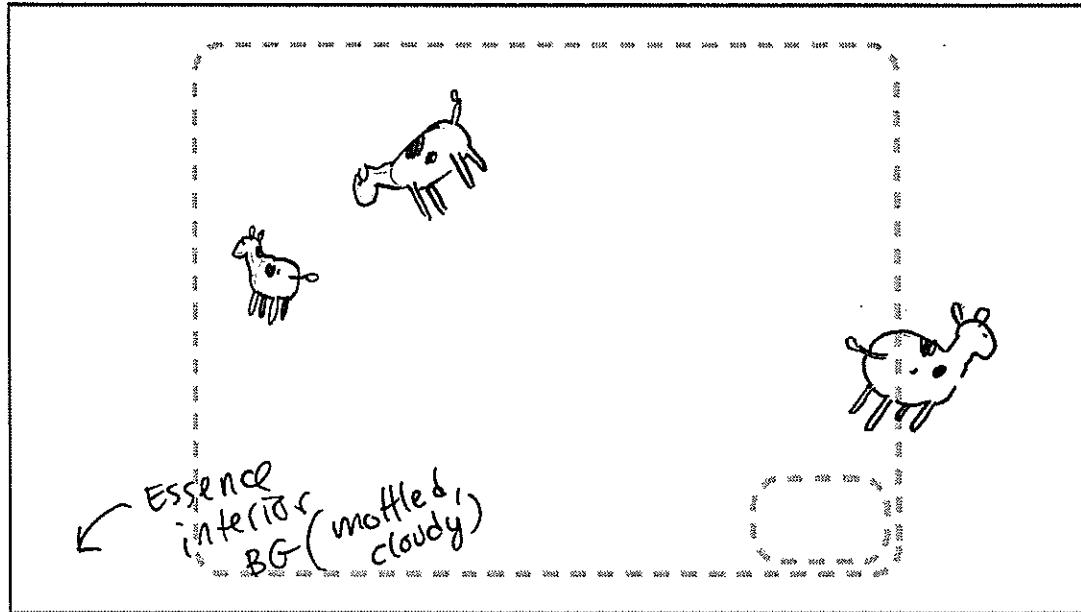
5

Pnl.

B

Bg.

day night

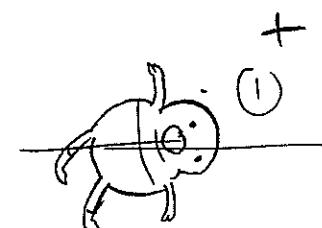
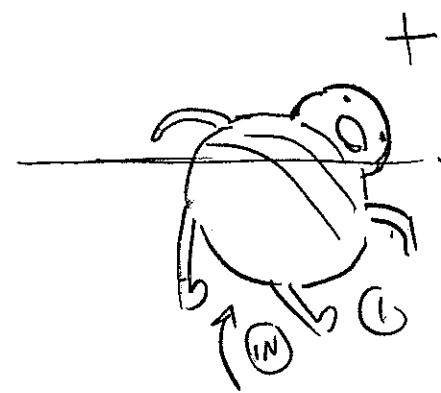


Dialog:

Action:

Timing:

17



-Farmer (A) in first
-Farmer (B) in a split-second later

18

Production :

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ADVENTURE TIME



Page 10

Sc.

5

Pnl.

C

Bg.

day night

Sc.

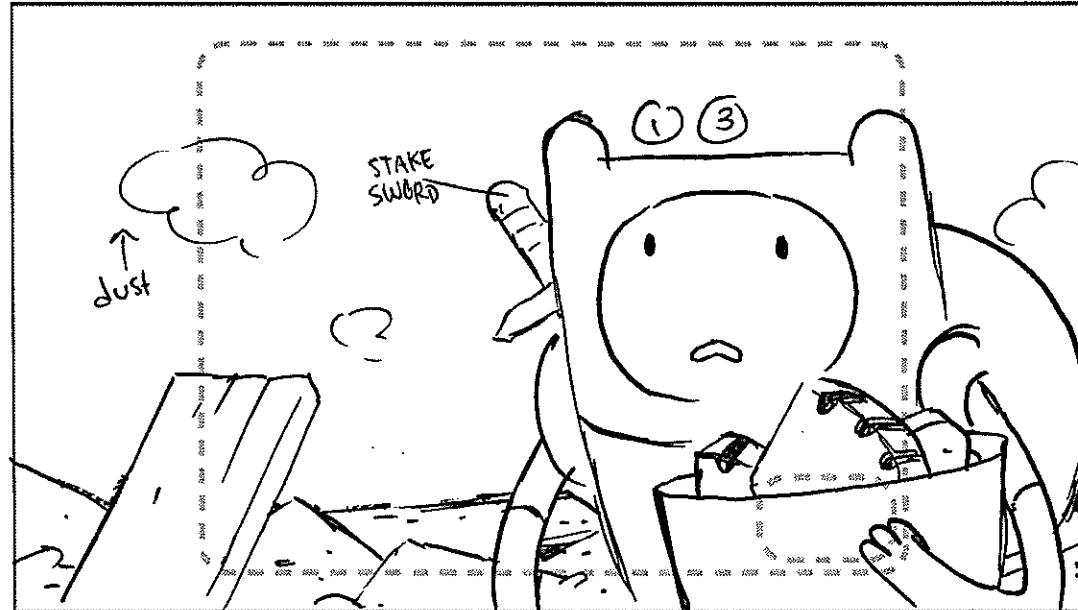
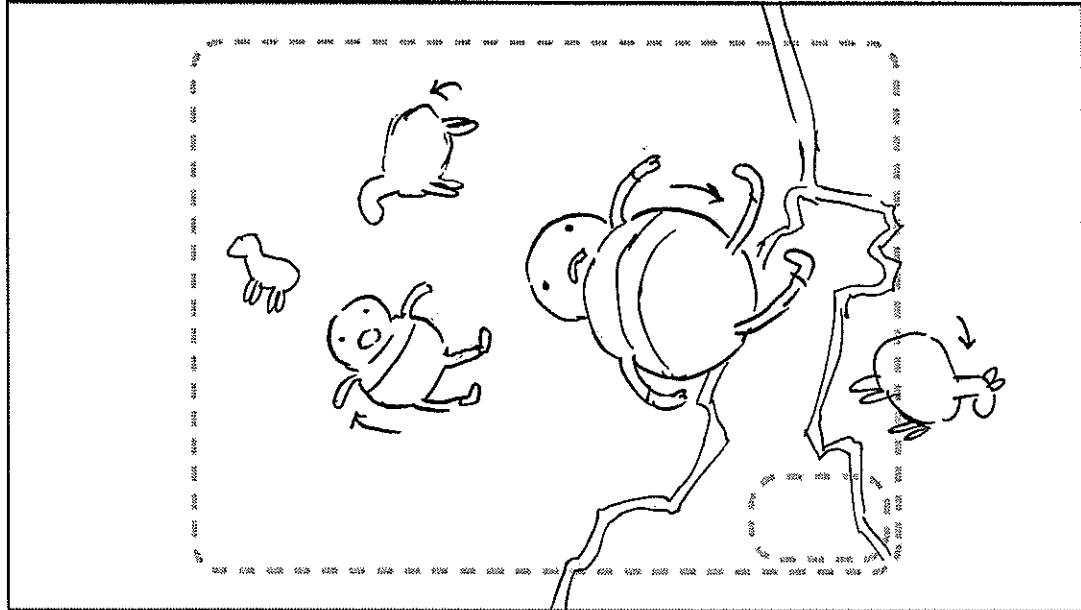
6

Pnl.

A

Bg.

day night



Dialog:

FINN 3: But...

Action:

- Farmers slowly rotate after coming to a stop.
- lightning crashes

FINN: (1)(2)(3)

Timing:

19



Production :

EPISODE# 1034-219

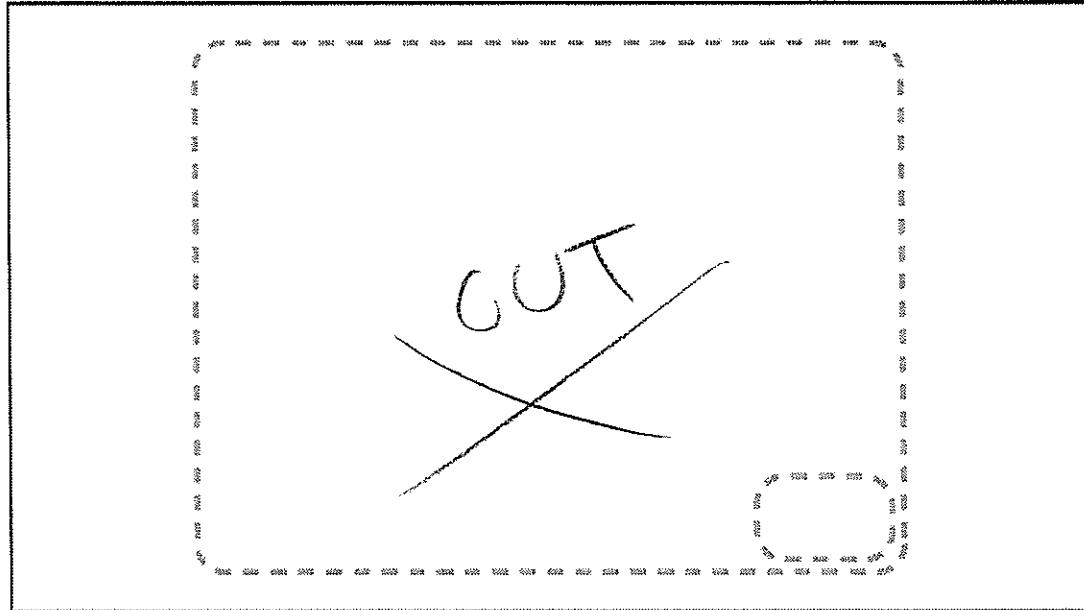
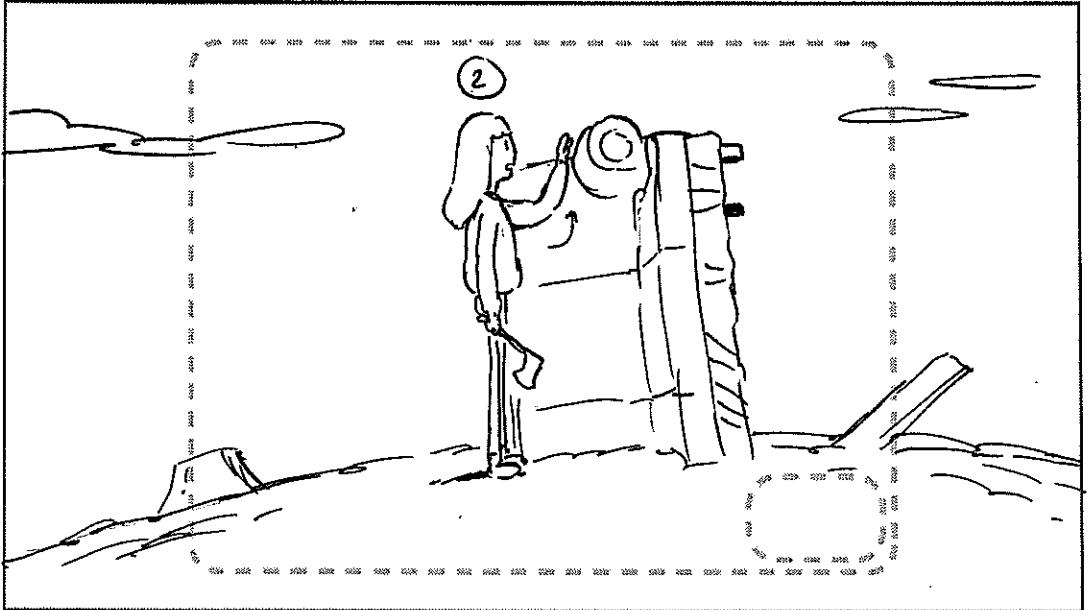
ADVENTURE TIME



11

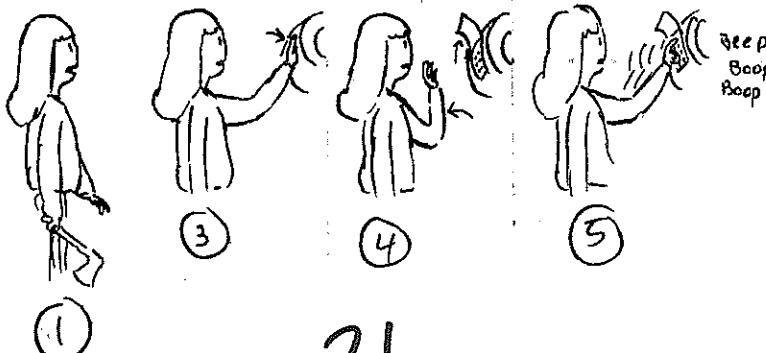
Page _____

Sc. 7 Pnl. A Bg. day night Sc. Pnl. Bg. day night



Dialog: (PB) it's fine- Pep Butt used to love being all scattered around, →

Action:



SFX: 5 Beep beep
beep beep

- PB opens push-activated hidden control panel on couch arm.

Timing:

21

22

Production :

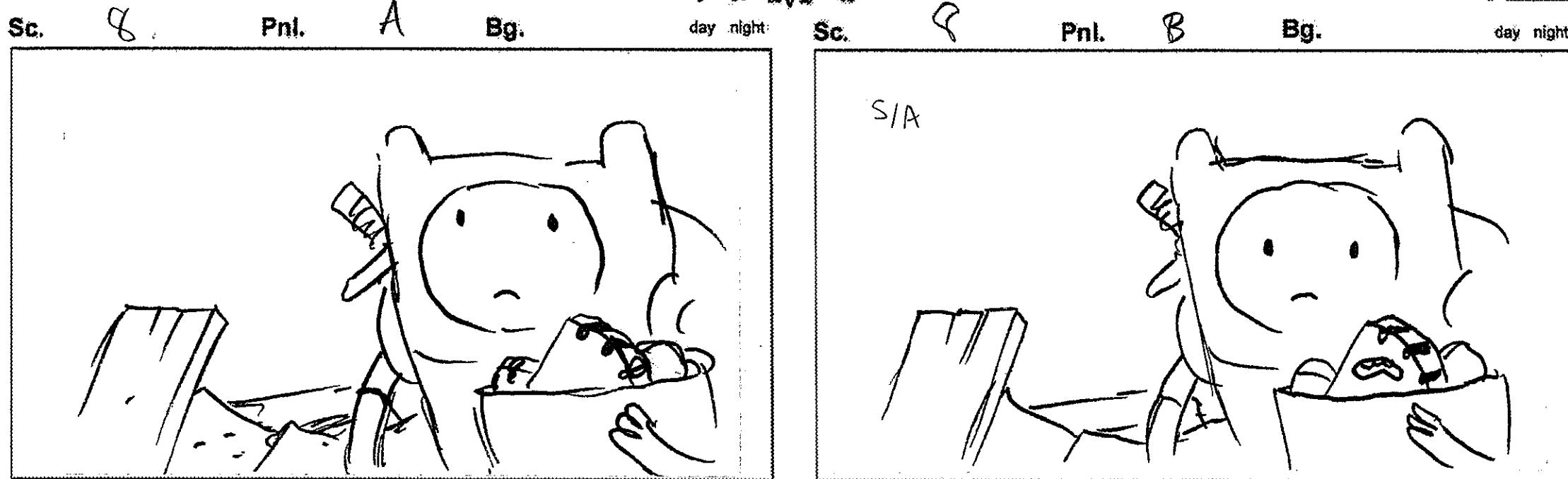
EPISODE# 1034-219

ADVENTURE TIME



12

Page _____



Dialog:

(PB) OS → he used
to tell me that.

(PEP) LIES!

Action:

- PGP-BUT PIECE FORMS MOUTH,

Timing:

23

24

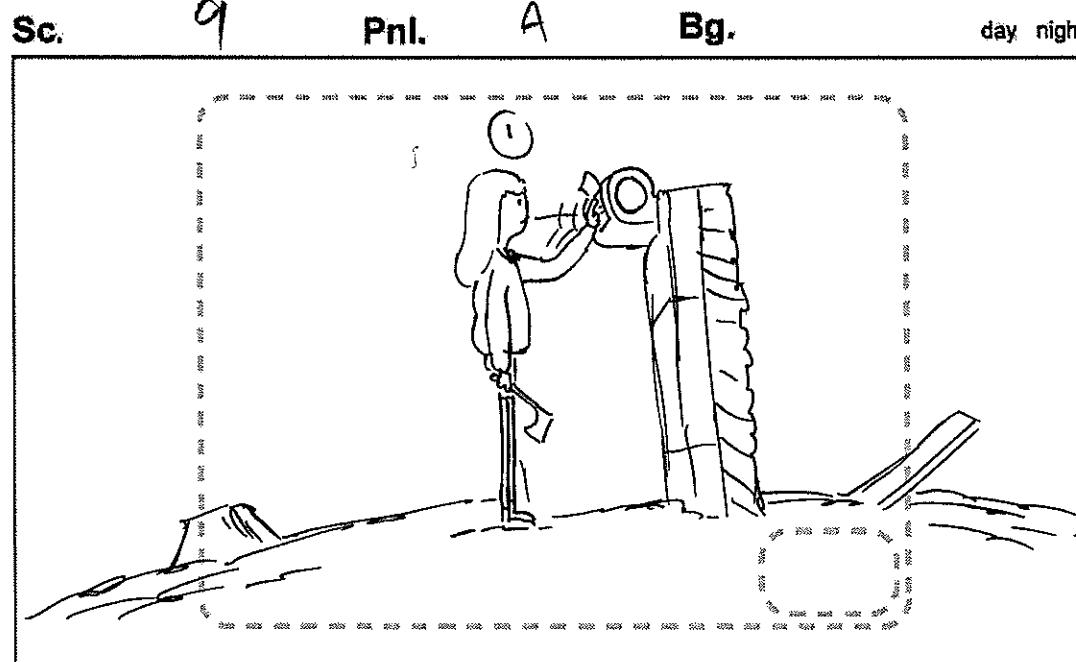
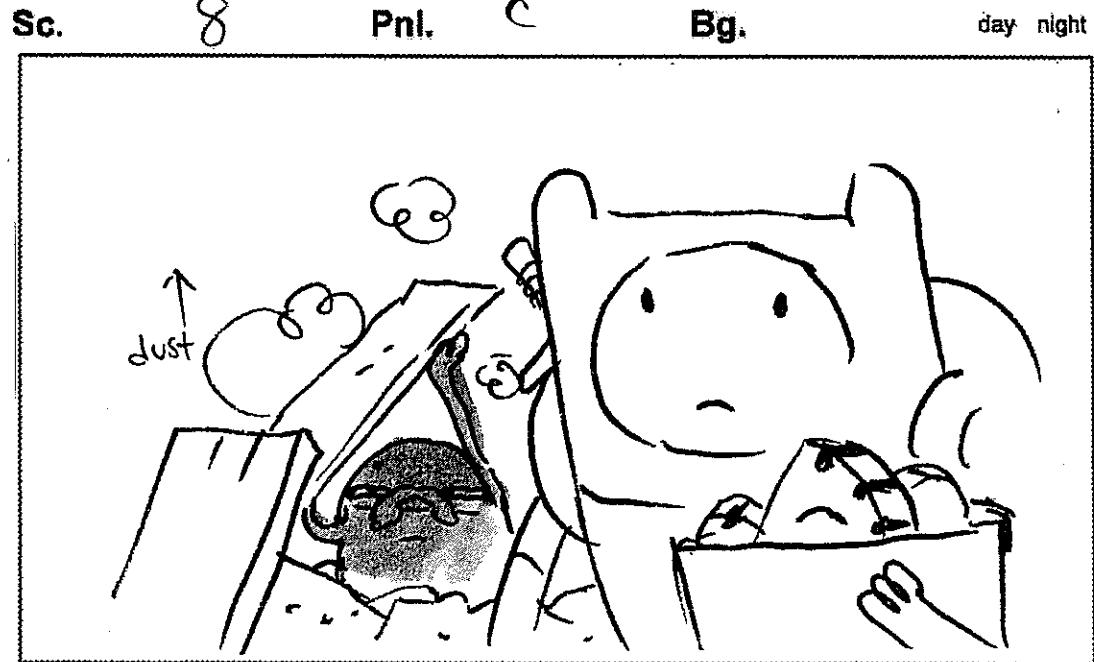
EPISODE # 1034-219

Production :

ADVENTURE TIME



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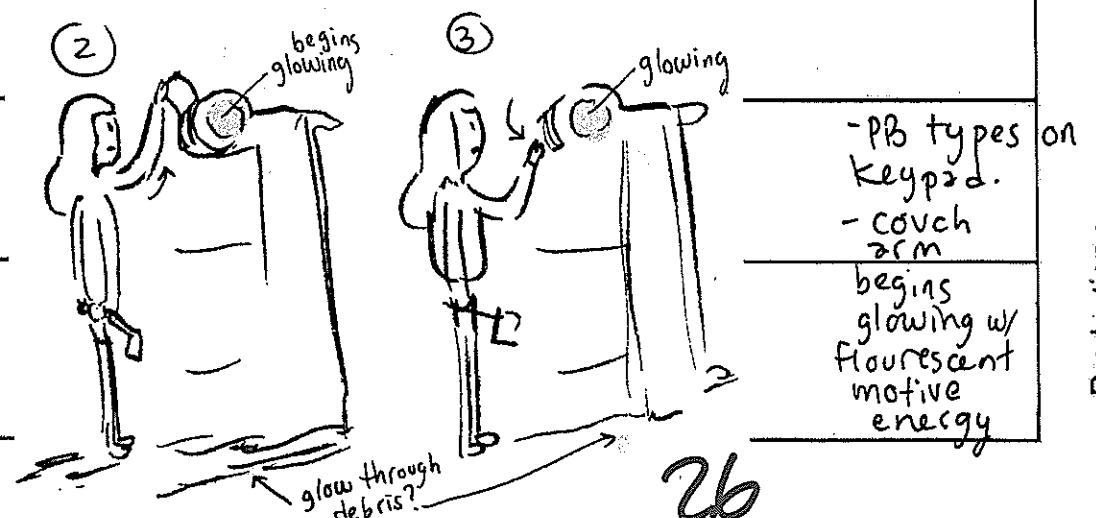
Dialog:
PB OS Those farmers won't keep
this thing busy for long -

Action:
- Jake emerges from under a board

Timing:

25

SFX: ① Beep beep beep ② *POWER UP GLOW ENGINES*
③ *hatch close*



26

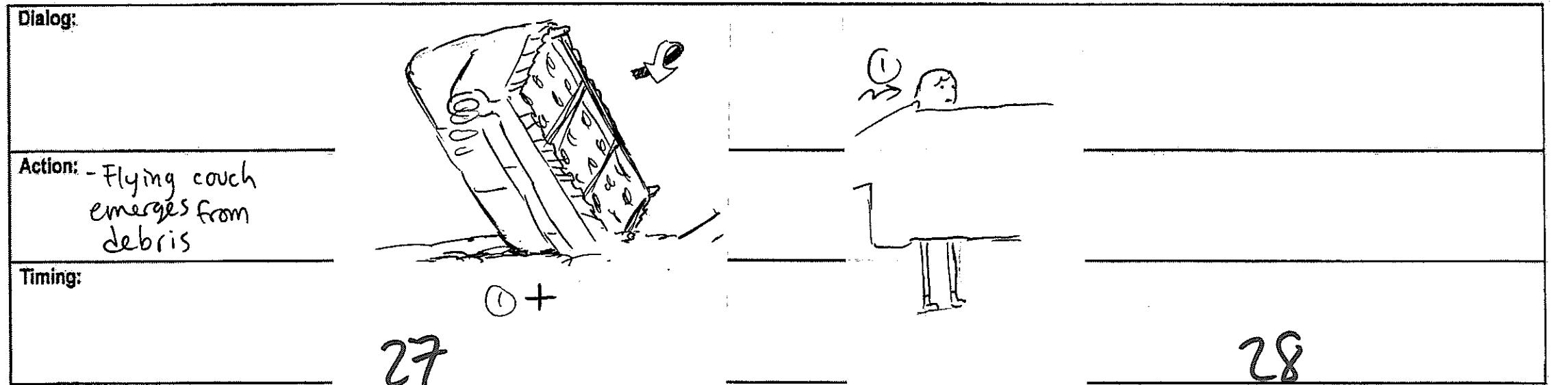
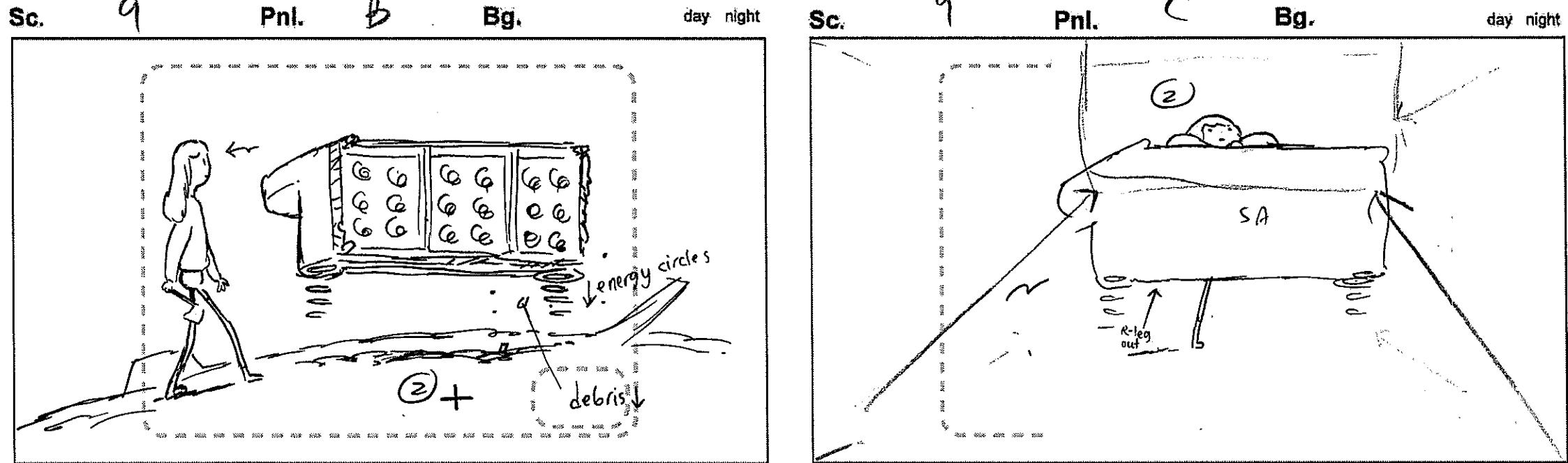
EPISODE # 1034-219

Production :

ADVENTURE TIME



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EPISODE # 1034-219

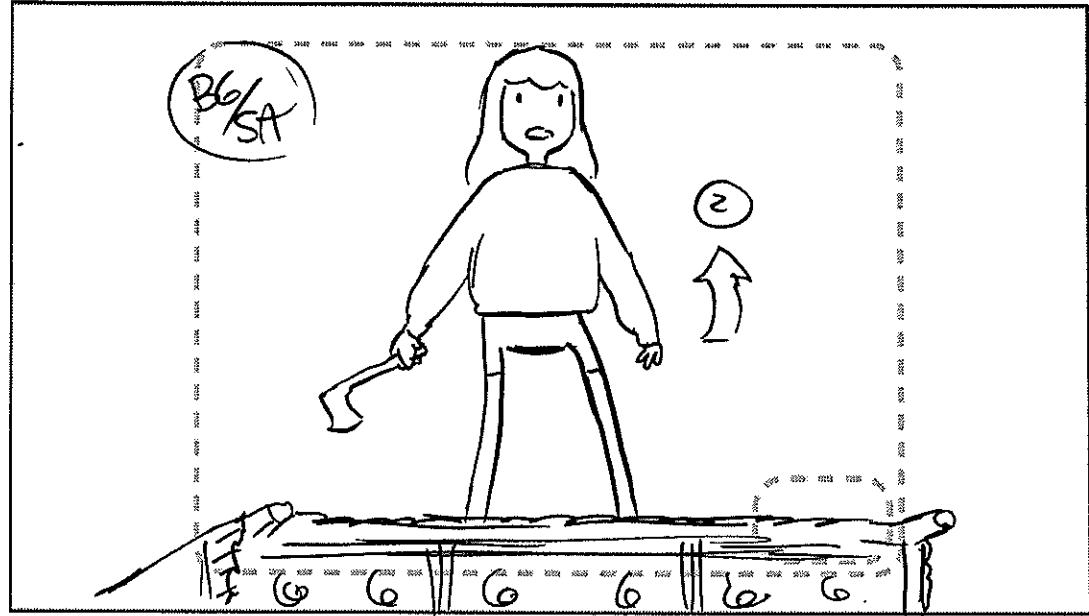
Production :

ADVENTURE TIME

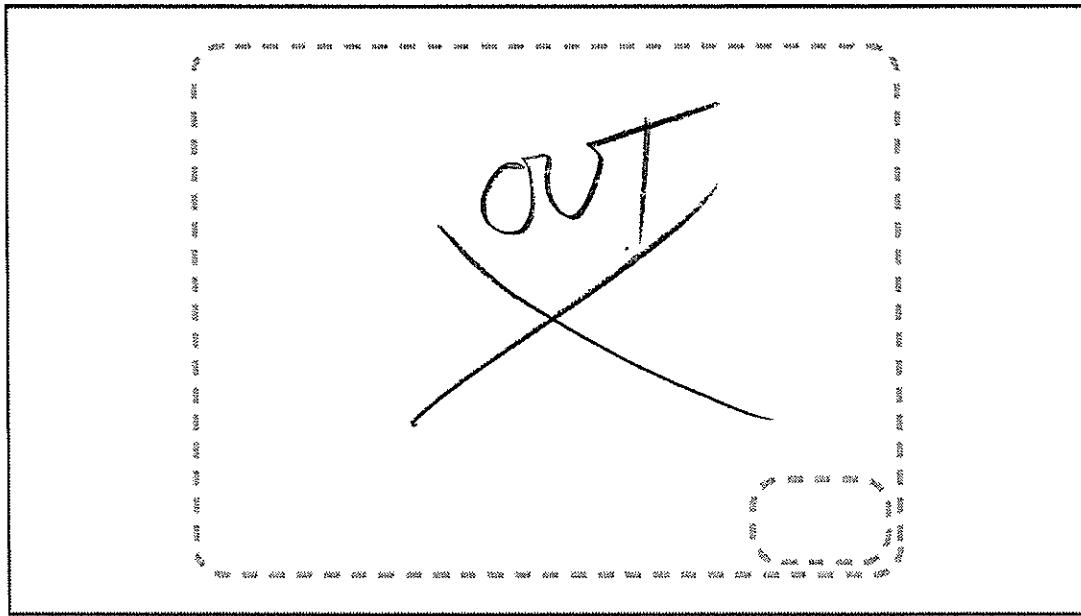


Page 15

Sc. 9 Pnl. D Bg. day night



Sc. Pnl. Bg. day night



Dialog:
PB: So it's up to the four of us to stop him.

Action:

Timing:

-PB CLIMBS ONTO FLOATING COUCH.

29

30

1034-219

EPISODE #

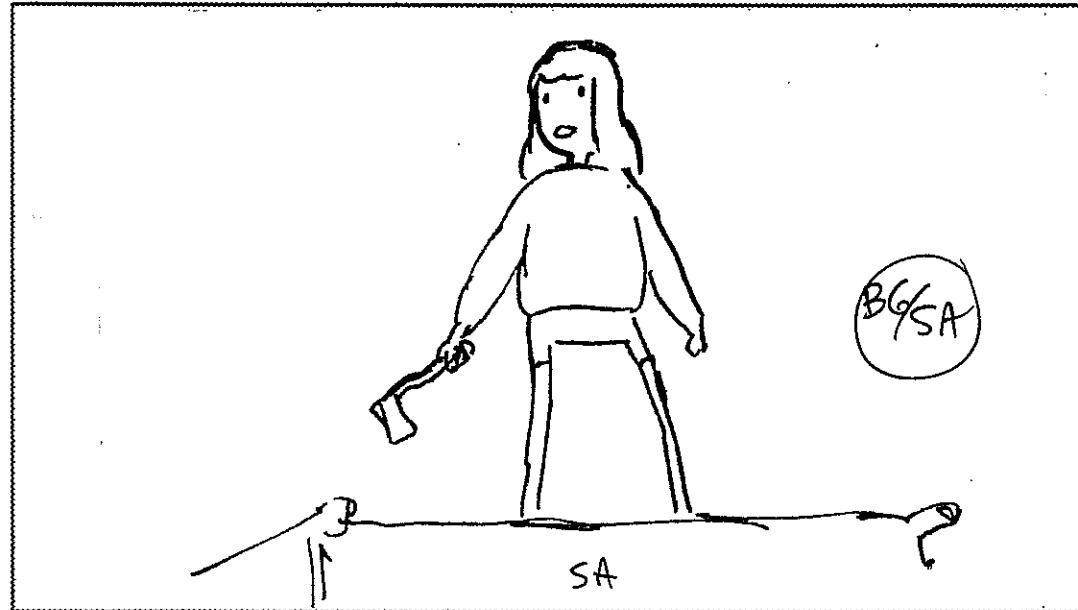
Production :

ADVENTURE TIME

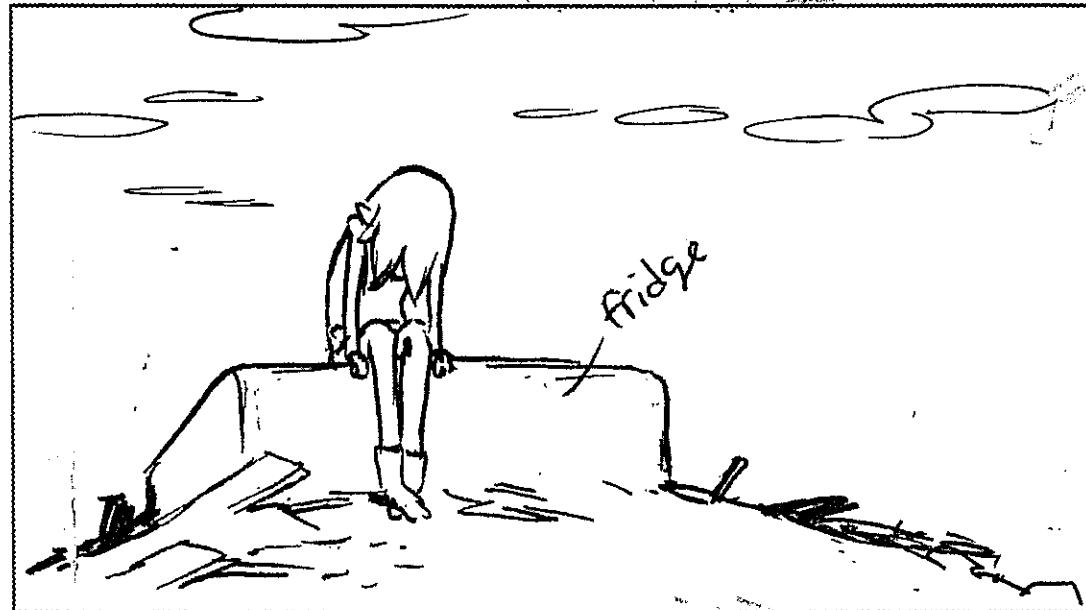


Page 16

Sc. 9 Pnl. E Bg. day night



Sc. 10 Pnl. E Bg. day night



Dialog:

(PB) Are you ready, Marceline? ...

Action:

Timing:

31

(PB) ... Marceline?

★ (B6) - same Bg. as scene 43,
but with chimney removed
for this scene.

32

EPISODE # 1034-219

Production :

ADVENTURE TIME



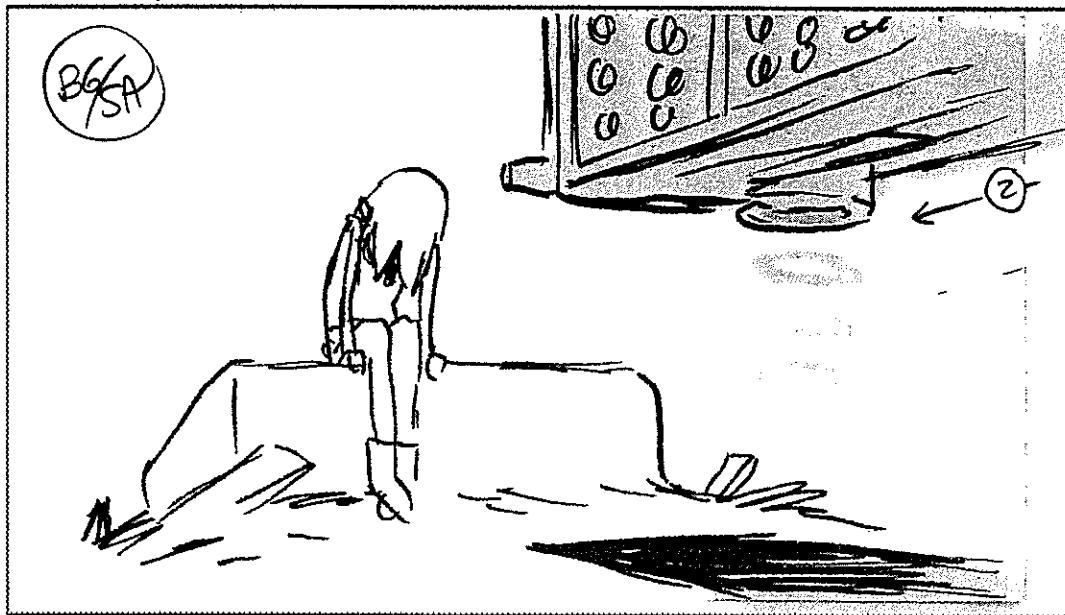
Page 17

Sc. 10

Pnl. B

Bg.

day night

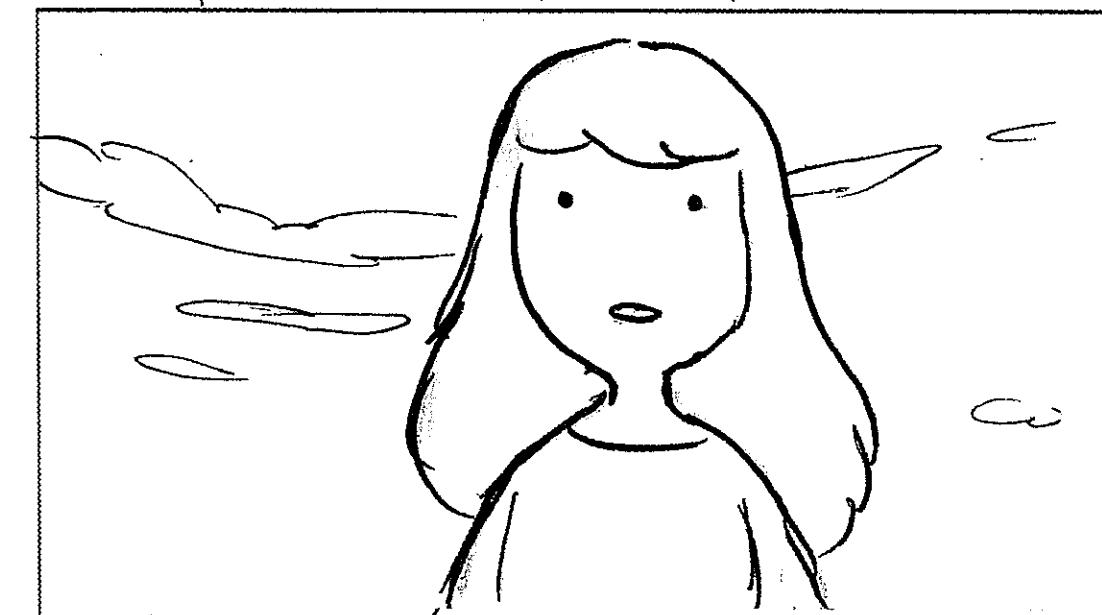


Sc. 11

Pnl. A

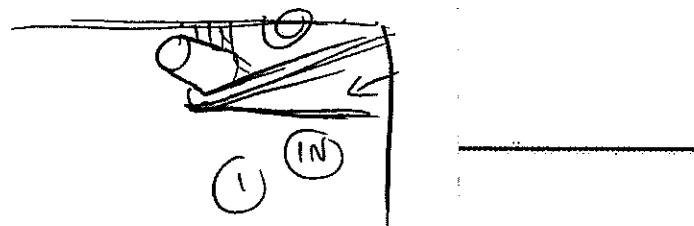
Bg.

day night



Dialog:

(PB) what's wrong?



Action: - couch flies
toward
Marceline.

VA PB has subtle hover motion

Timing:

33

34

ADVENTURE TIME



Page 18

Sc.

12

Pnl.

A

Bg.

day night

Sc.

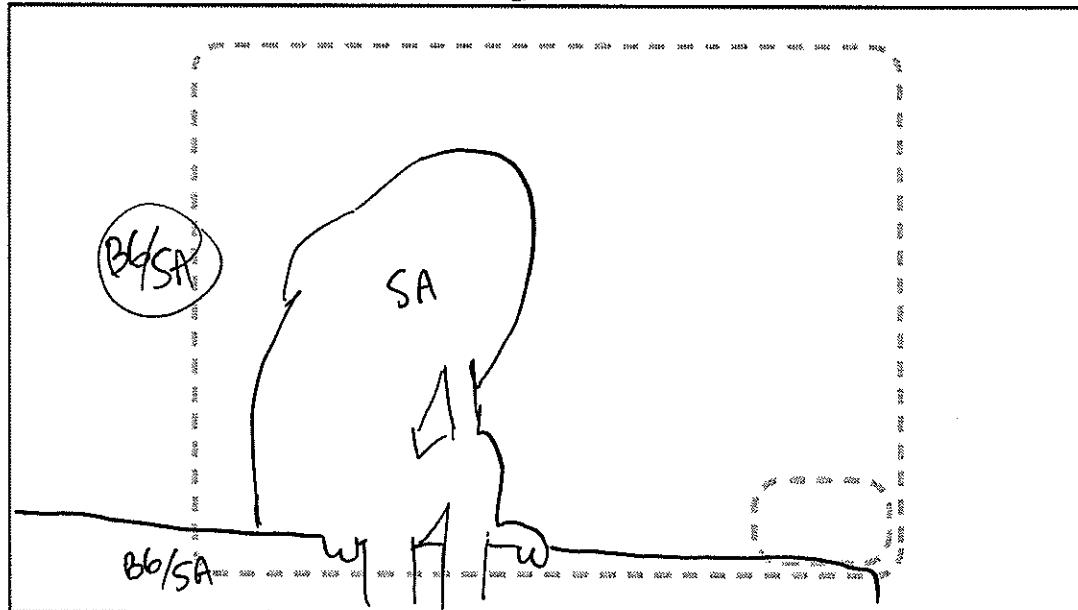
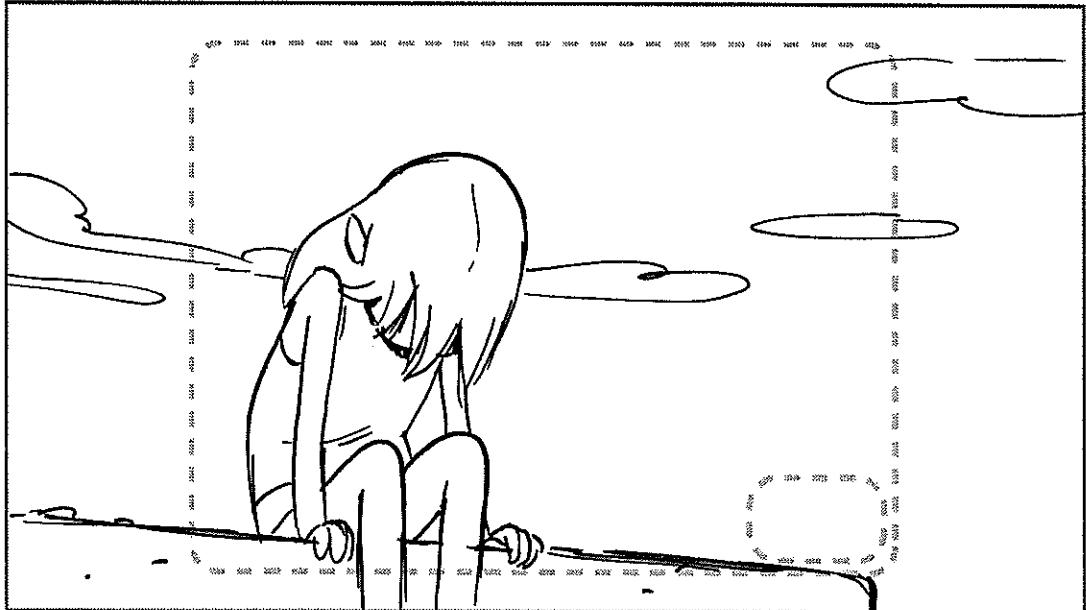
12

Pnl.

B

Bg.

day night



Dialog:

MARCELINE: *SIGH* ...
(quiet:) me I guess...

PB OS What?

Action:

Timing:

35

36

EPISODE# 1034-219

Production :

ADVENTURE TIME



Sc.

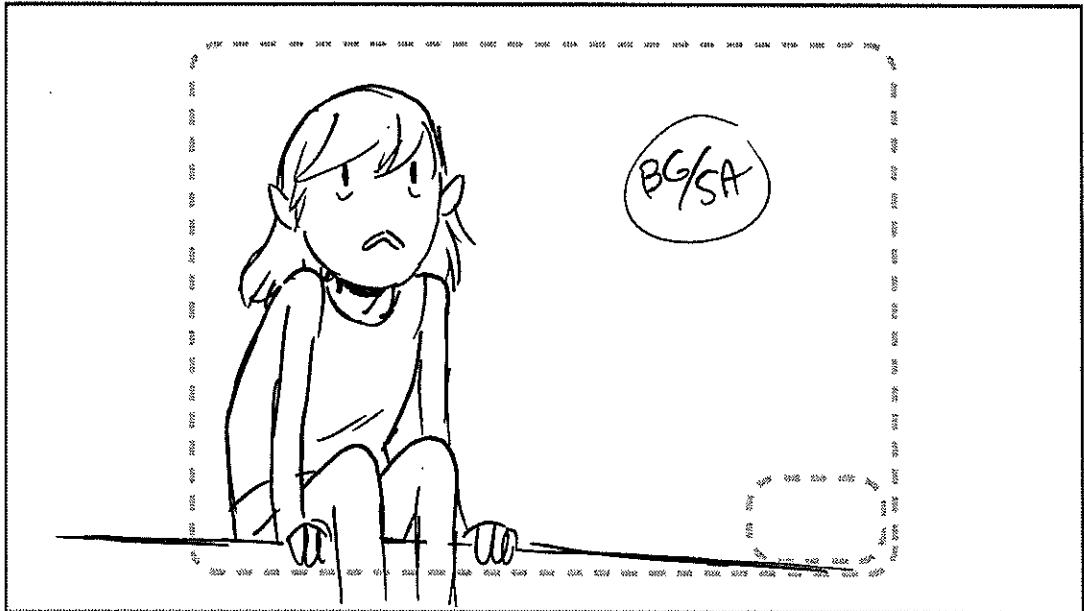
12

Pnl.

C

Bg.

day night

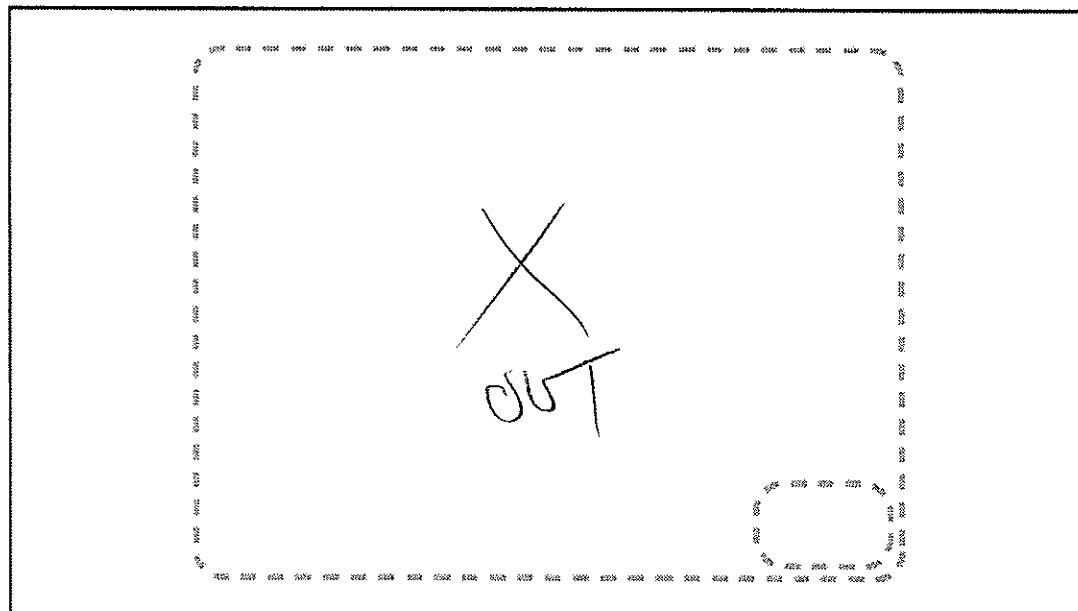


Sc.

Pnl.

Bg.

day night



Dialog:

M: ME .. I'm wrong .

Action:

Timing:

37

38

EPISODE # 1034-219

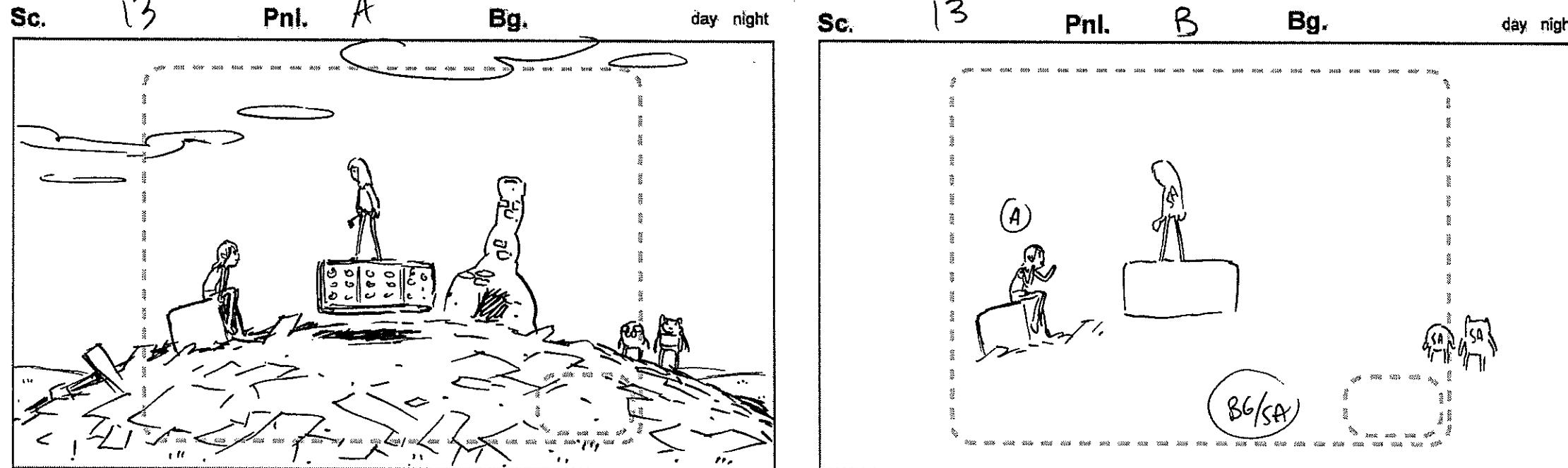
Production :

Page 19

ADVENTURE TIME



Page 20

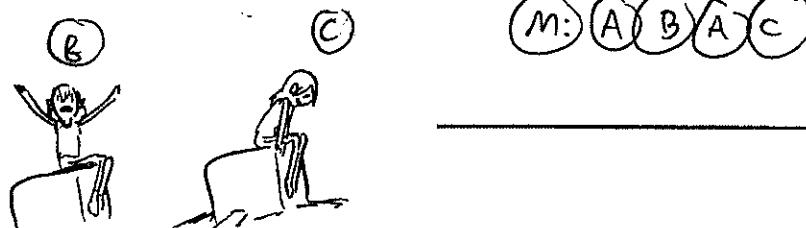


Dialog:

(PB) what? How?
(concerned)

(M) (A) This!
(B) All of this!
(A) This is all my fault.

Action:



Timing:

39

40

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 21

Sc.

14

Pnl. A

Bg.

day night

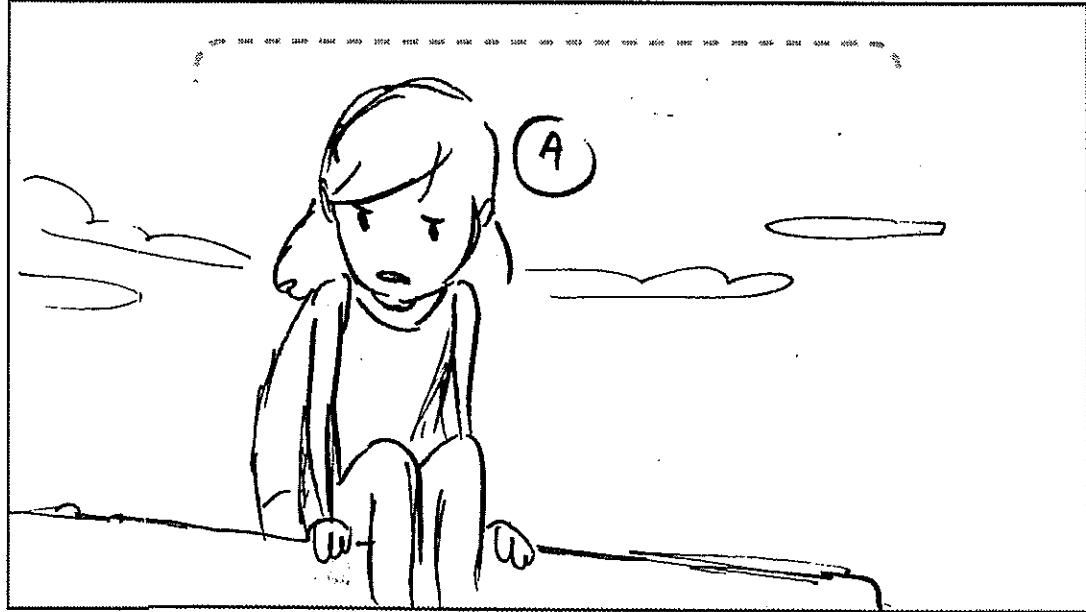
Sc.

14

Pnl. B

Bg.

day night



Dialog:

(M) Even just fighting
the vampires in
the first place

(M) → it screwed
everything up...

Action:

— Marceline shakes head ruefully
— C B A B C while speaking



Timing:

41

42

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EPISODE #

Production :

ADVENTURE TIME



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Page _____

Sc.

14

Pnl.

C

Bg.

day night

Sc.

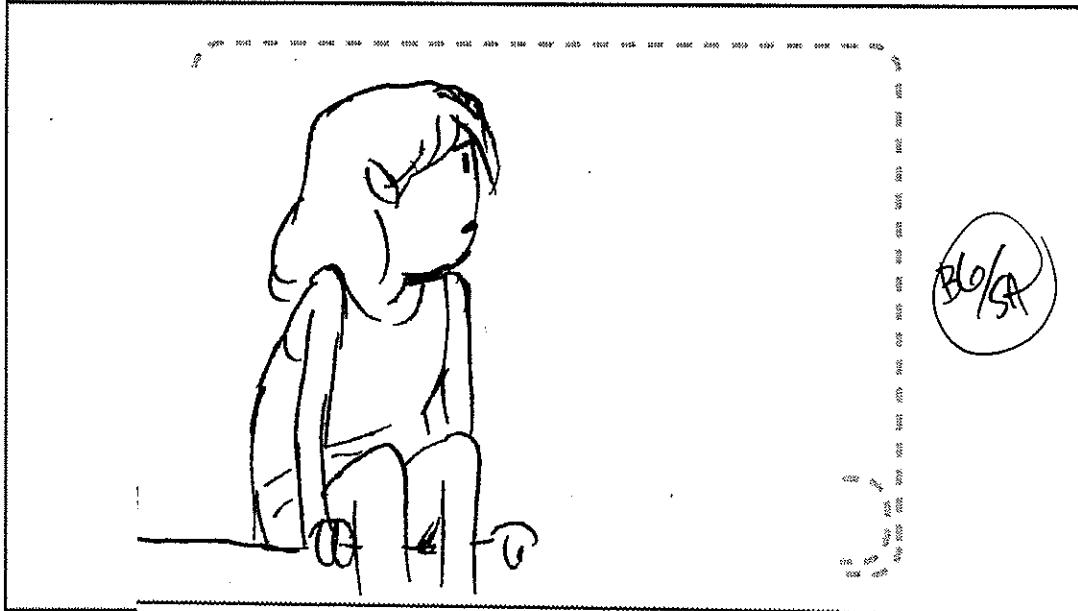
14

Pnl.

D

Bg.

day night



Dialog:

(M) Sure screwed ME up
anyway

Action:

Timing:

43

(M) And then, Geez Louise,
trying to fix
it -

44

Production :

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ADVENTURE TIME



Page 23

Sc.

14

Pnl.

E

Bg.

day night

Sc.

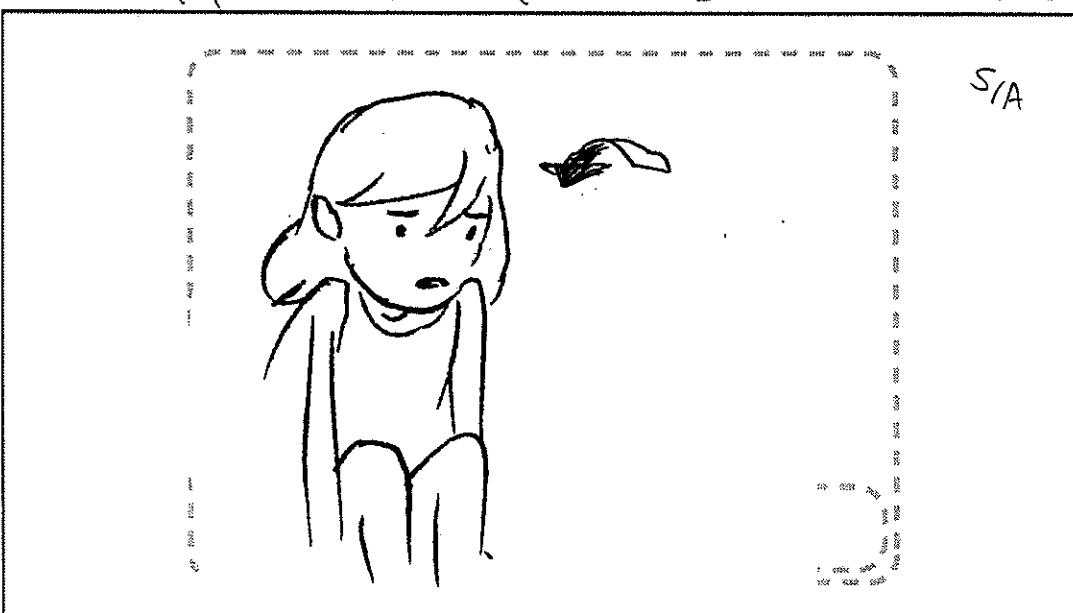
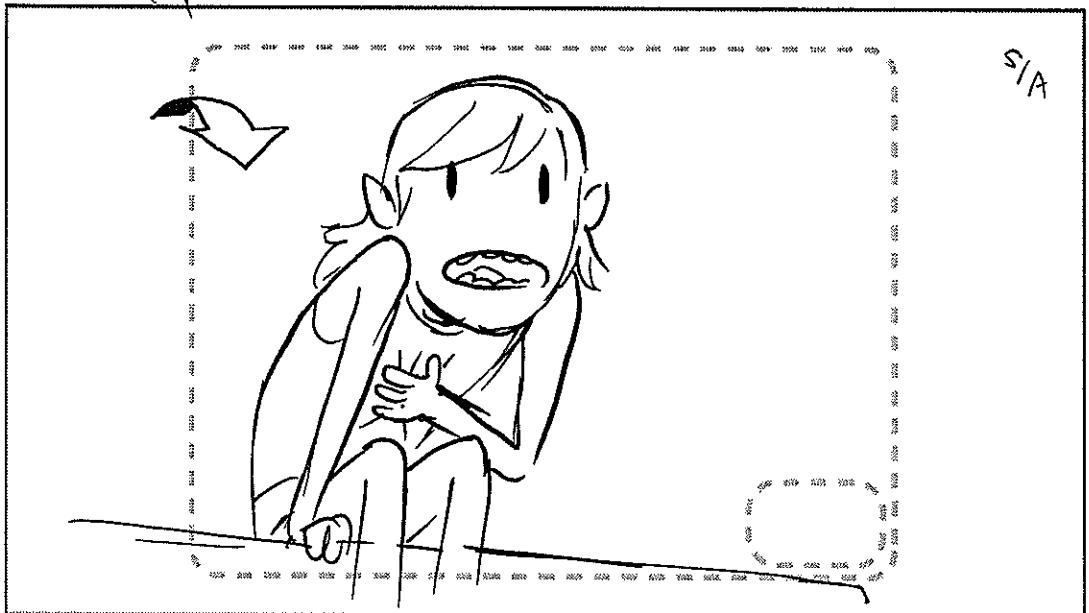
14

Pnl.

F

Bg.

day night



Dialog:

(M) trying to fix ME,

(M) just made things
a thousand times
worse.

Action:

Timing:

45

46

Production :

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ADVENTURE TIME



Page 24

Sc.

15

Pnl.

A

Bg.

day night



Sc.

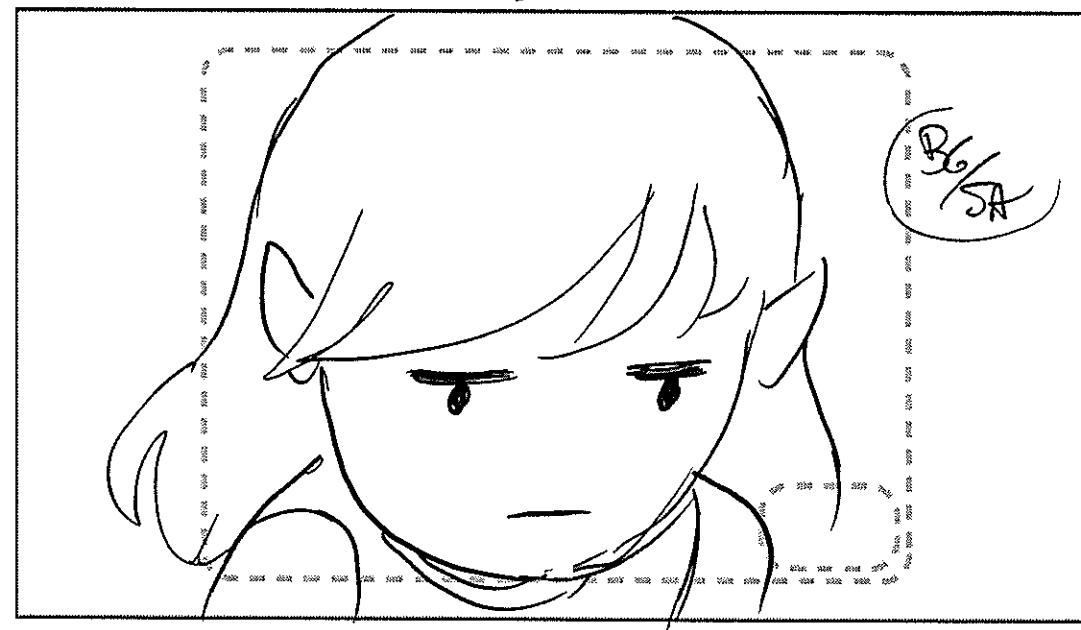
15

Pnl.

B

Bg.

day night



Dialog:

(M) So why even try, y'know?
What's the point?

(PB) OS What, →

Action:

Timing:

47

48

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 25

Sc.

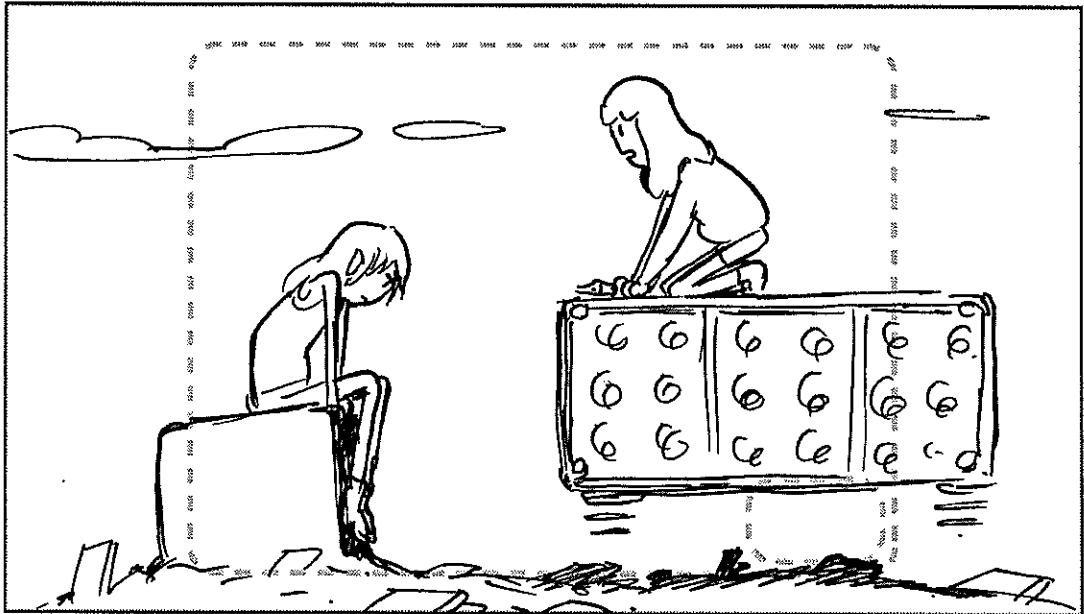
16

Pnl.

A

Bg.

day night



Sc.

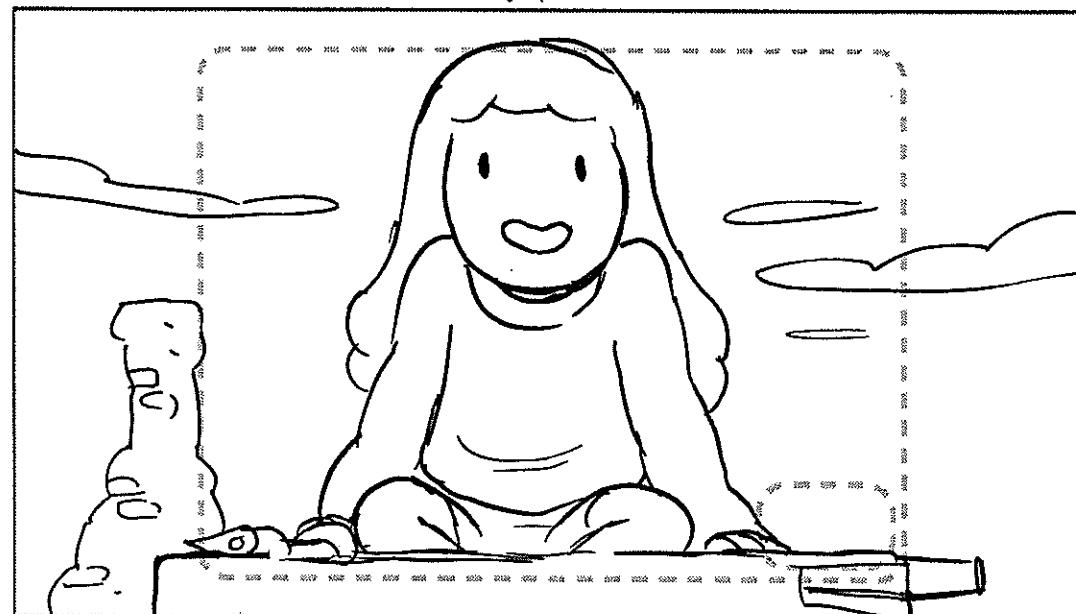
17

Pnl.

A

Bg.

day night



Dialog:

(PB)(cont.) → Marceline, no - c'mon.

(PB) We're always the underdogs,
you & me, →

Action:

Timing:

49

50

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 26

Sc.

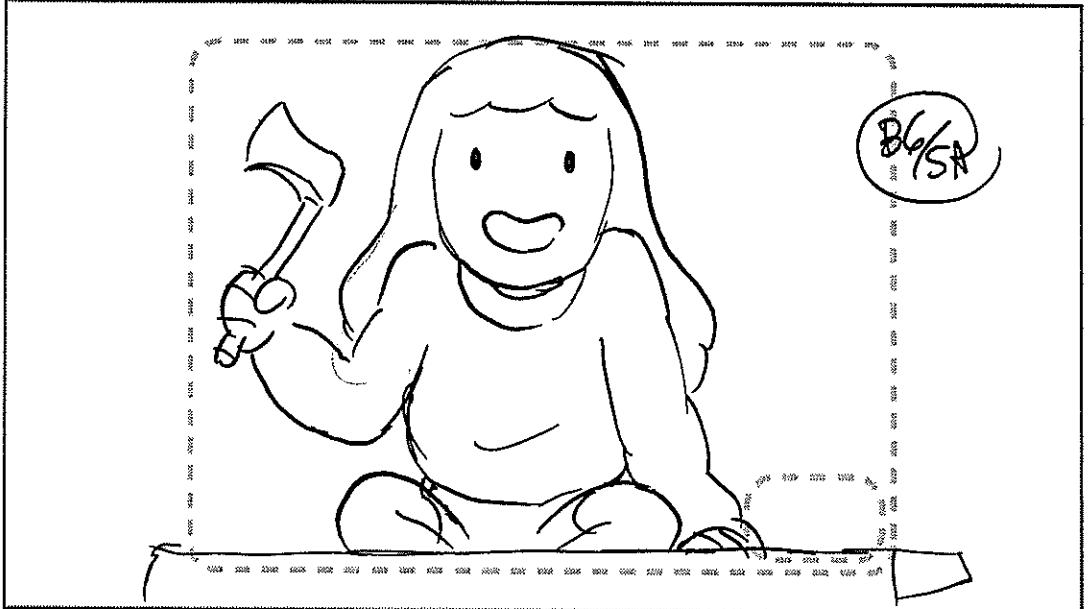
17

Pnl.

B

Bg.

day night



Sc.

18

Pnl.

A

Bg.

day night



EPISODE # 1034-219

EPISODE #

Dialog:

(PB) (cont) → and we always pull through - ALWAYS.

(PB) OS: Like that one time, you remember? "The Case of the Purloined Egg"?

Action:

Timing:

51

52

ADVENTURE TIME



Page 27

Sc.

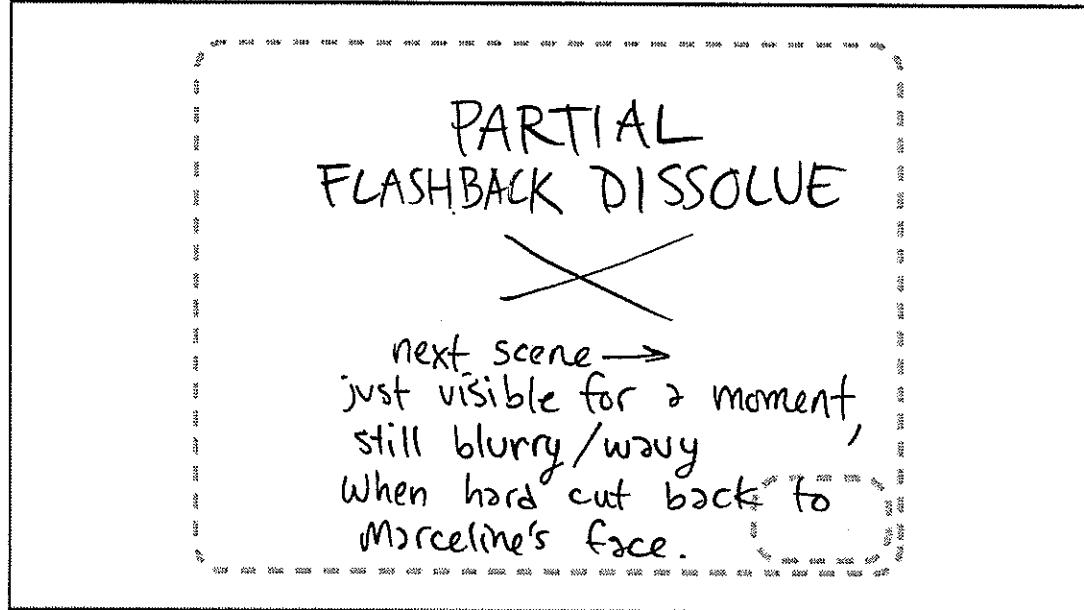
19

Pnl.

A

Bg.

day night



Sc.

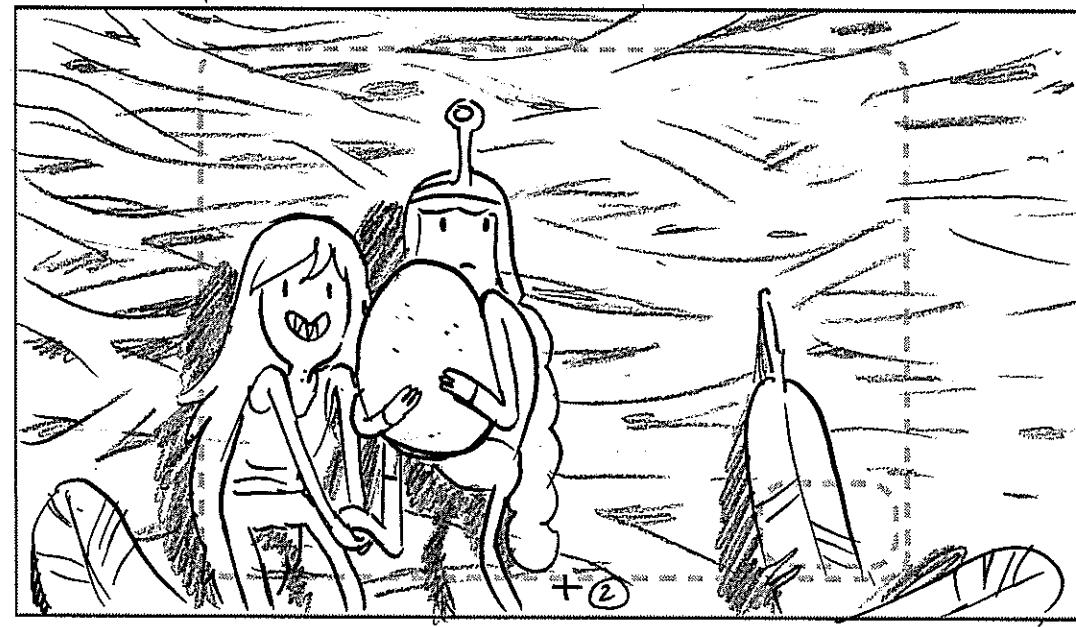
19

Pnl.

B

Bg.

day night



1034-219

EPISODE #

Production :

Dialog:

SFX: ♫ FLASHBACK HARP GLISSANDO ♫

Action:

Timing:

53

MARCELINE V.O. (interrupting glissando):

NO!

(not sure if it'll be long enough to need start pose)

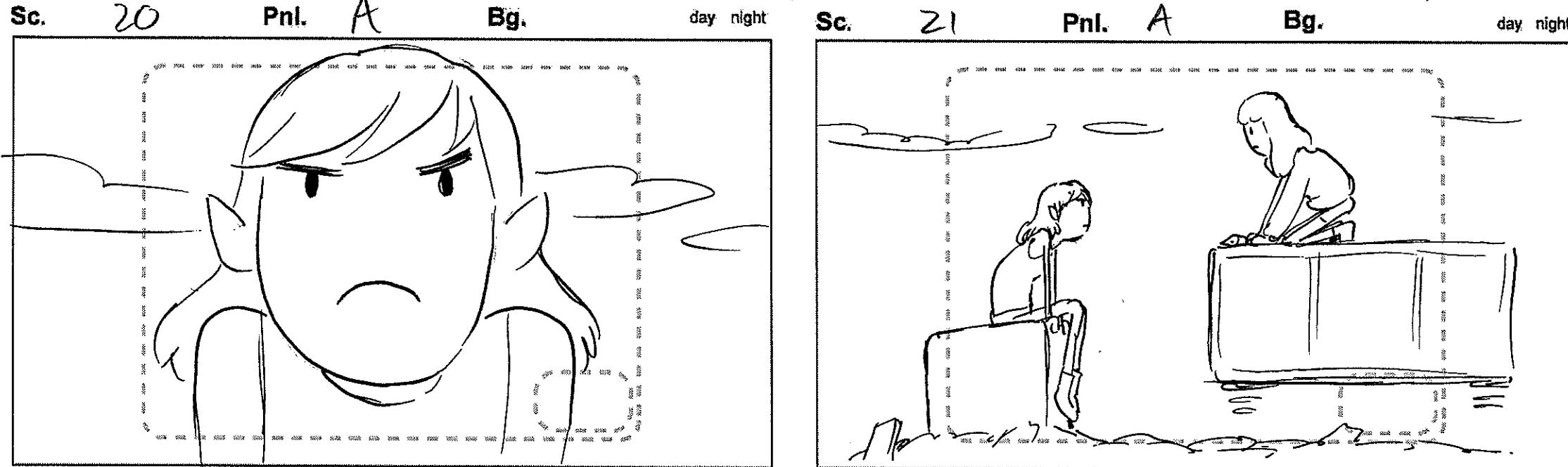
+1

54

ADVENTURE TIME



Page 28



Dialog:

- BEAT -

Action:

Timing:

55

56

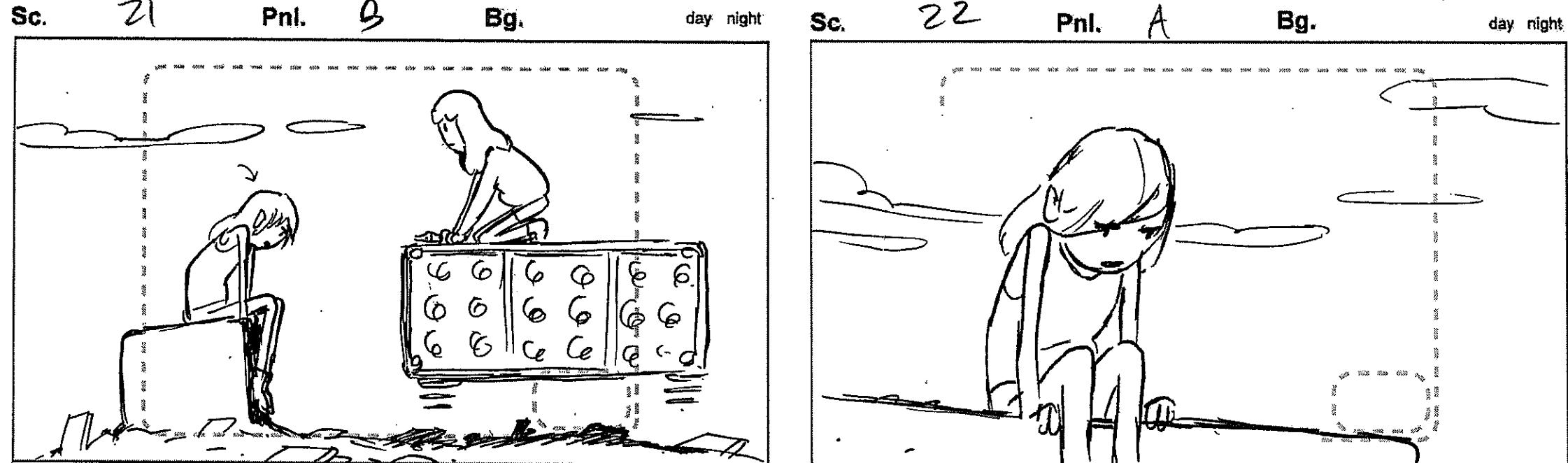
Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 29



Dialog:

(M:) I told you -
that's it ...

(M:) I'm done.

Action:

Timing:

57

58

Production :

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ADVENTURE TIME



Page 30

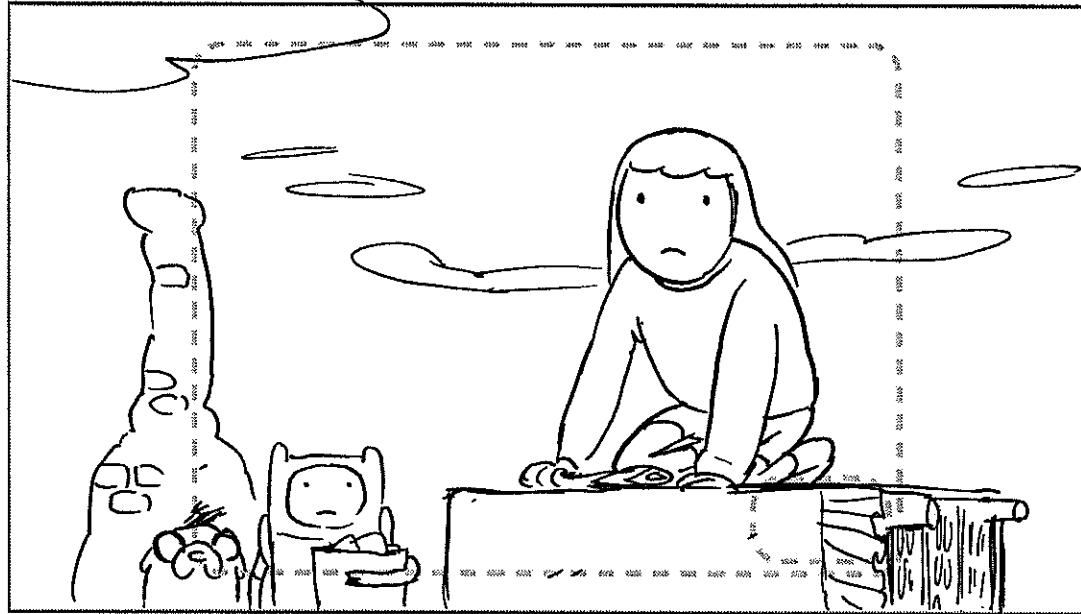
Sc.

23

Pnl. A

Bg.

day night

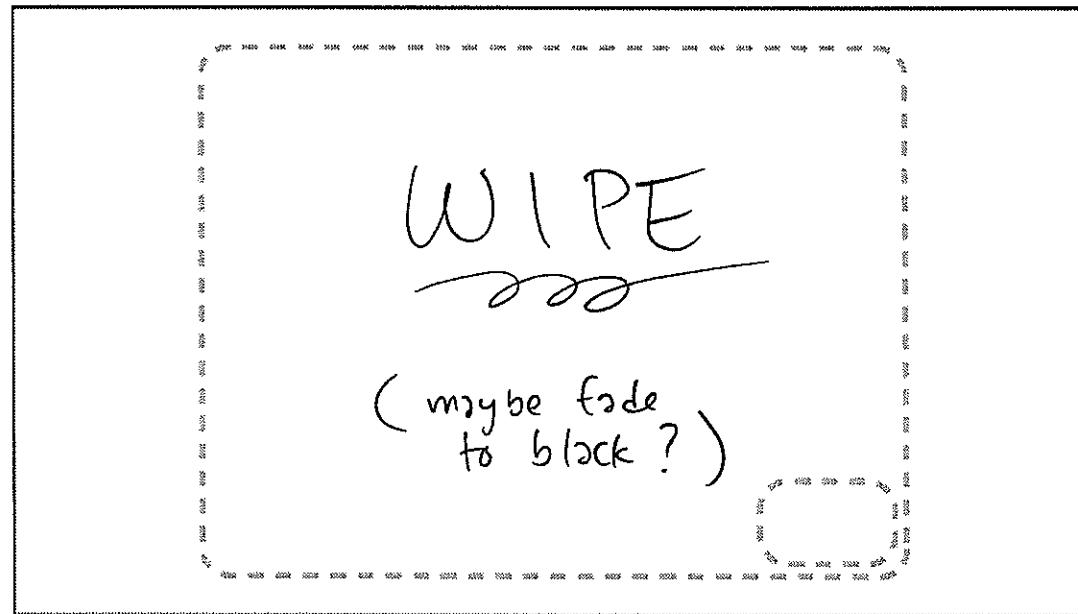


Sc.

Pnl.

Bg.

day night



Dialog:



Action:

59

Timing:

60

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 31

Sc.

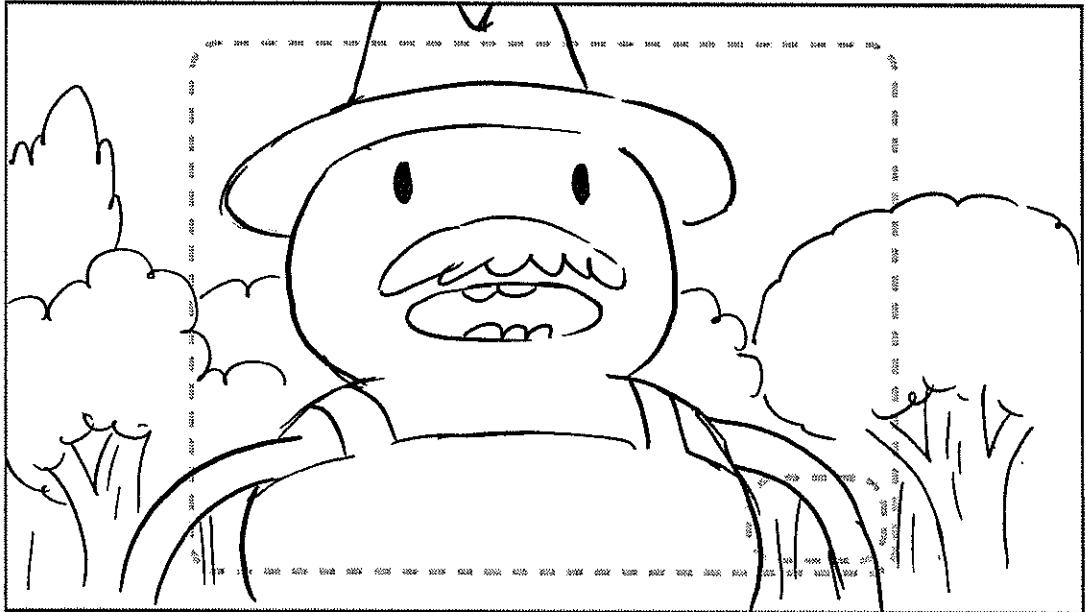
24

Pnl.

A

Bg.

day night



Sc.

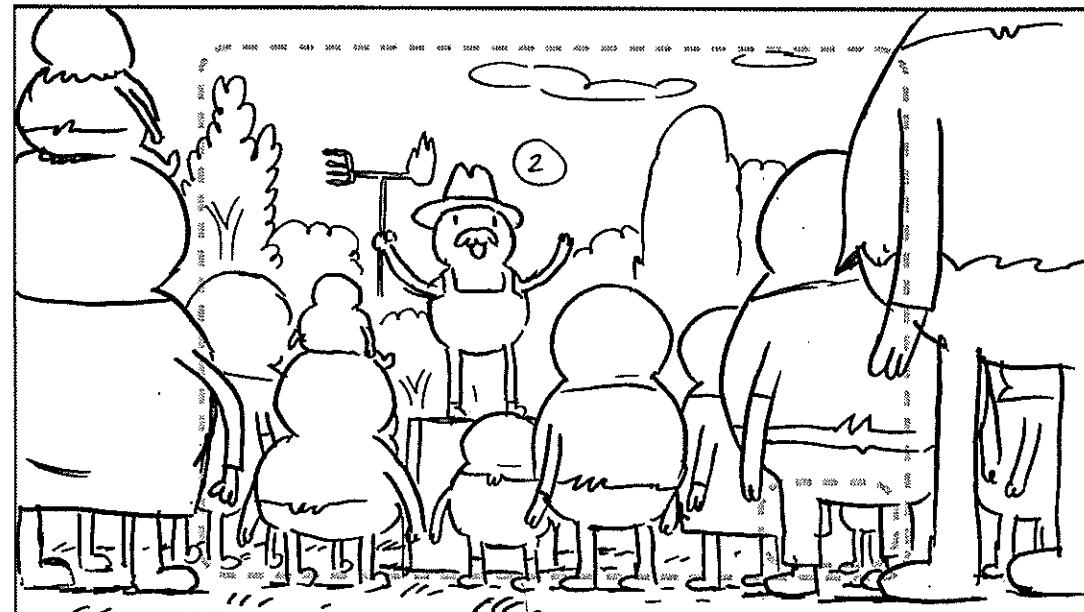
25

Pnl.

A

Bg.

day night



Dialog:

(C.DANCE): Alright people this is our last stand !!

(CD): It's gonna take every one of us to see this thing through -

Action:

Timing:

61



62

Production :

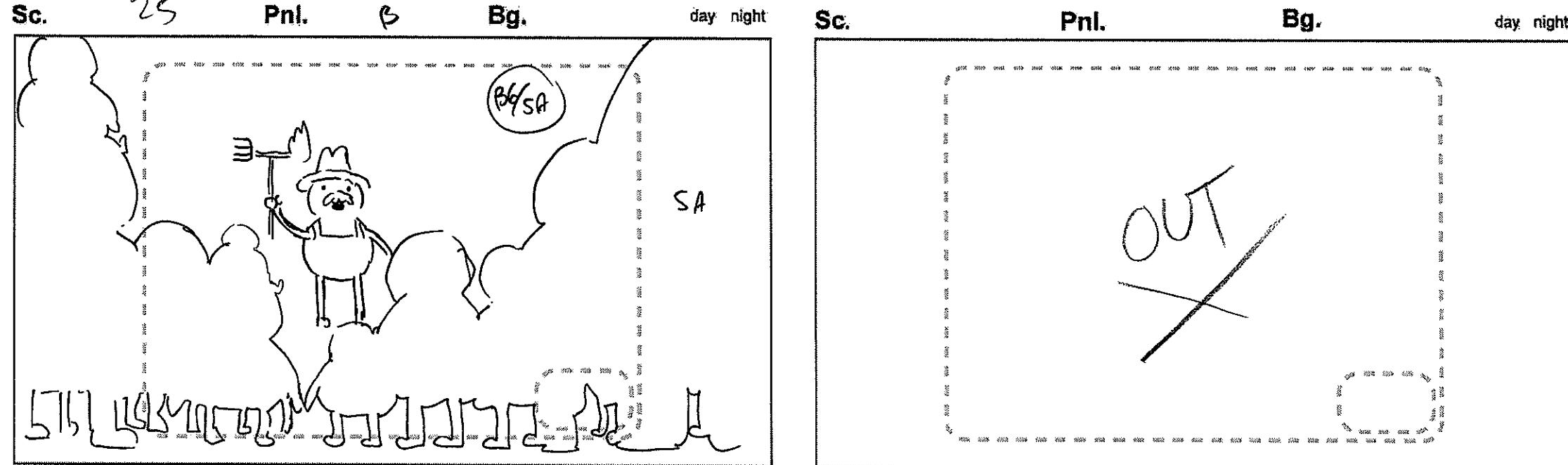
1034-219

EPISODE #

ADVENTURE TIME



Page 32



Dialog:

(C) me, onion man, short man,
terry, short-stack,
good-beard , deshawn,

Action:

Timing:

63

64

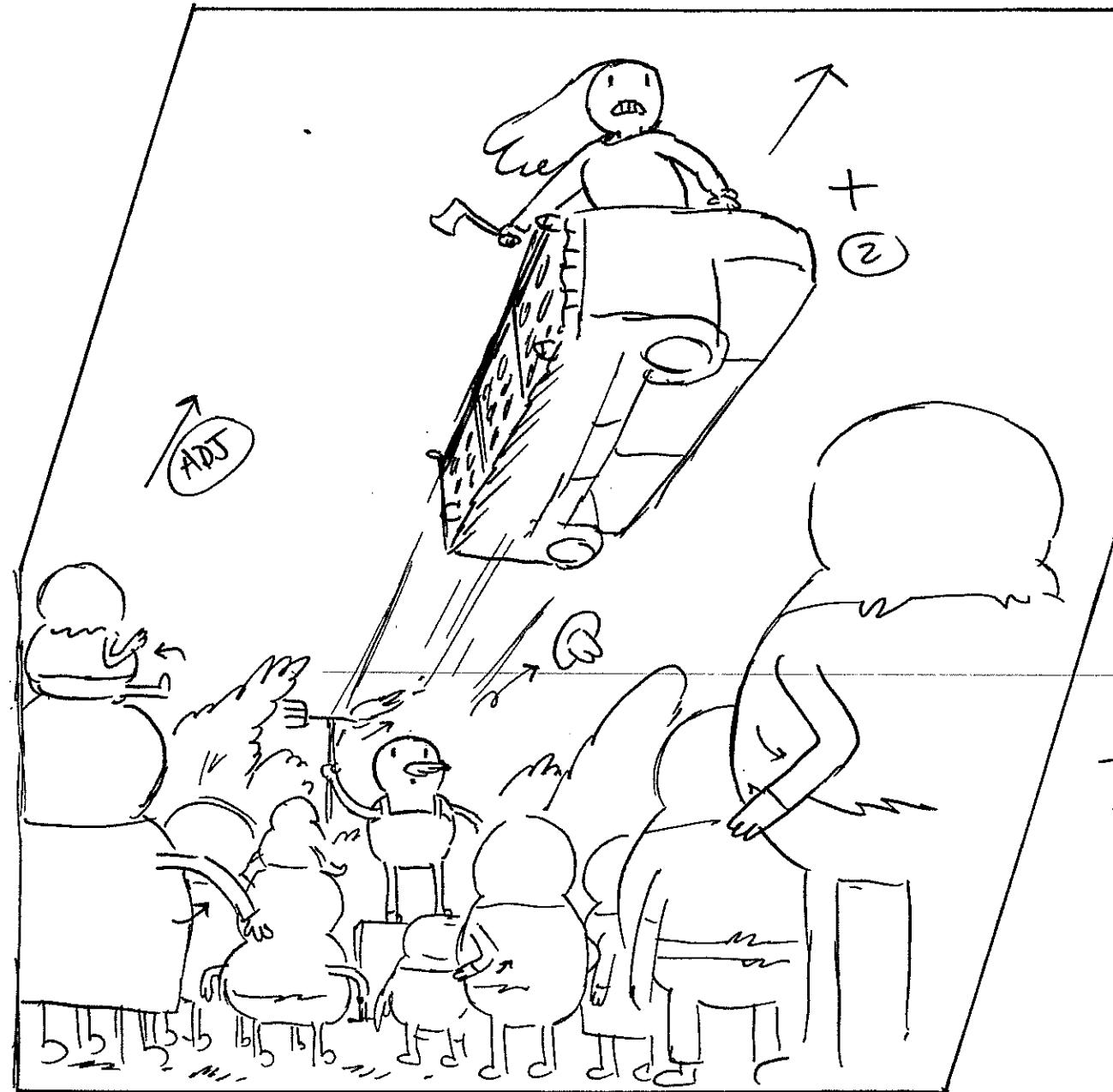
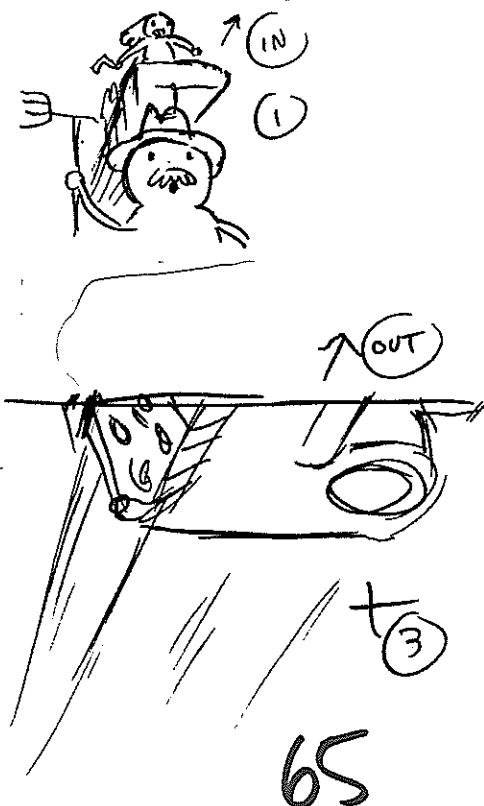
1034-219

EPISODE #

Production :

Sc. 25 Pnl. C

(SFK) WHOOOSH!



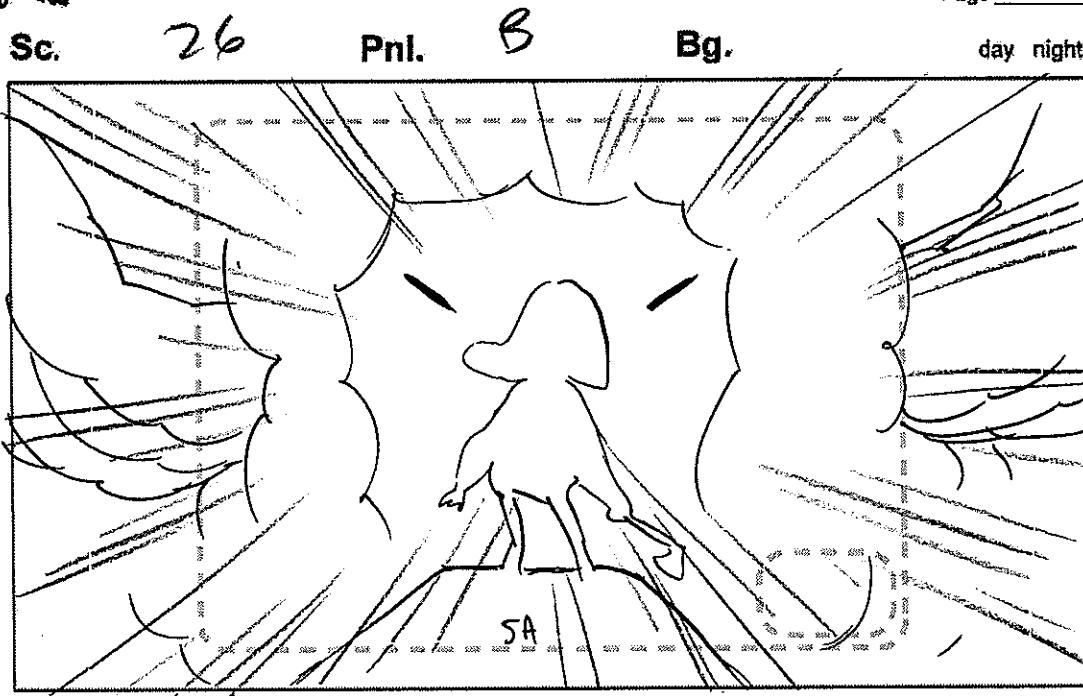
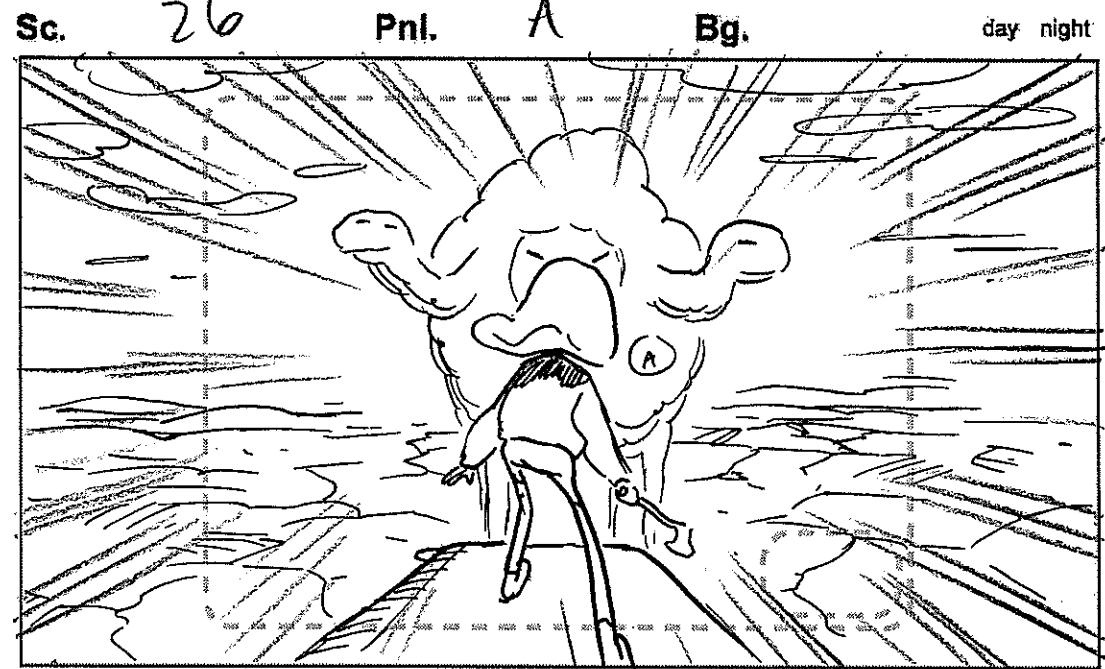
66

- PBS couch flies over
farmers at high
speed, blowing
CLOUD DANCE'S
hat off.

ADVENTURE TIME



Page 34



1034-219

EPISODE #

Dialog: C/O S: Seed man,
Sandwich Paul,
Angry Susan,

Action: -PB flies toward Essence

Timing:

67

68

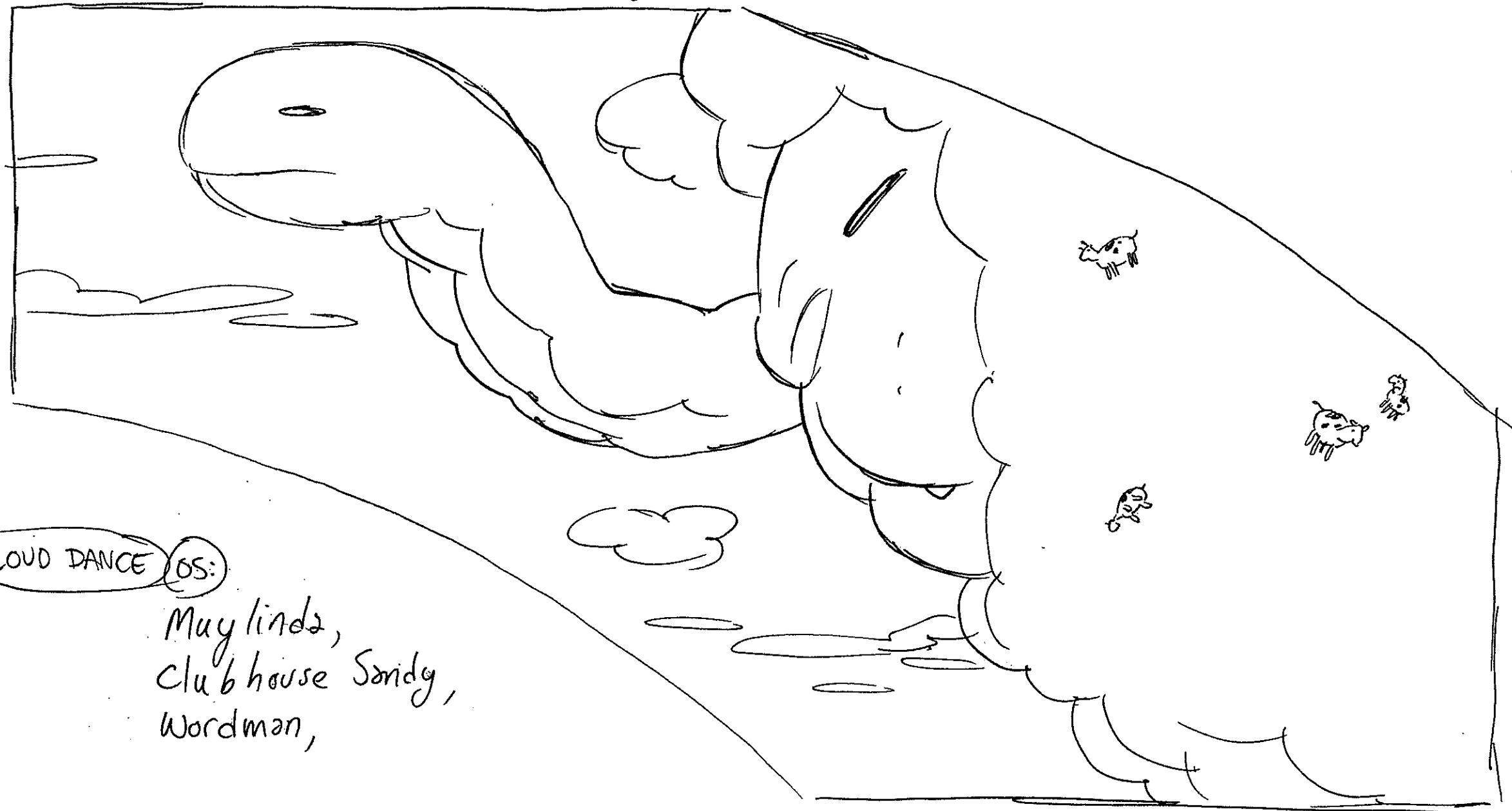
Production :

Pg. 35

Sc. 27

Pl. A

Bg.



69

70

1034-219

ADVENTURE TIME



pg 36

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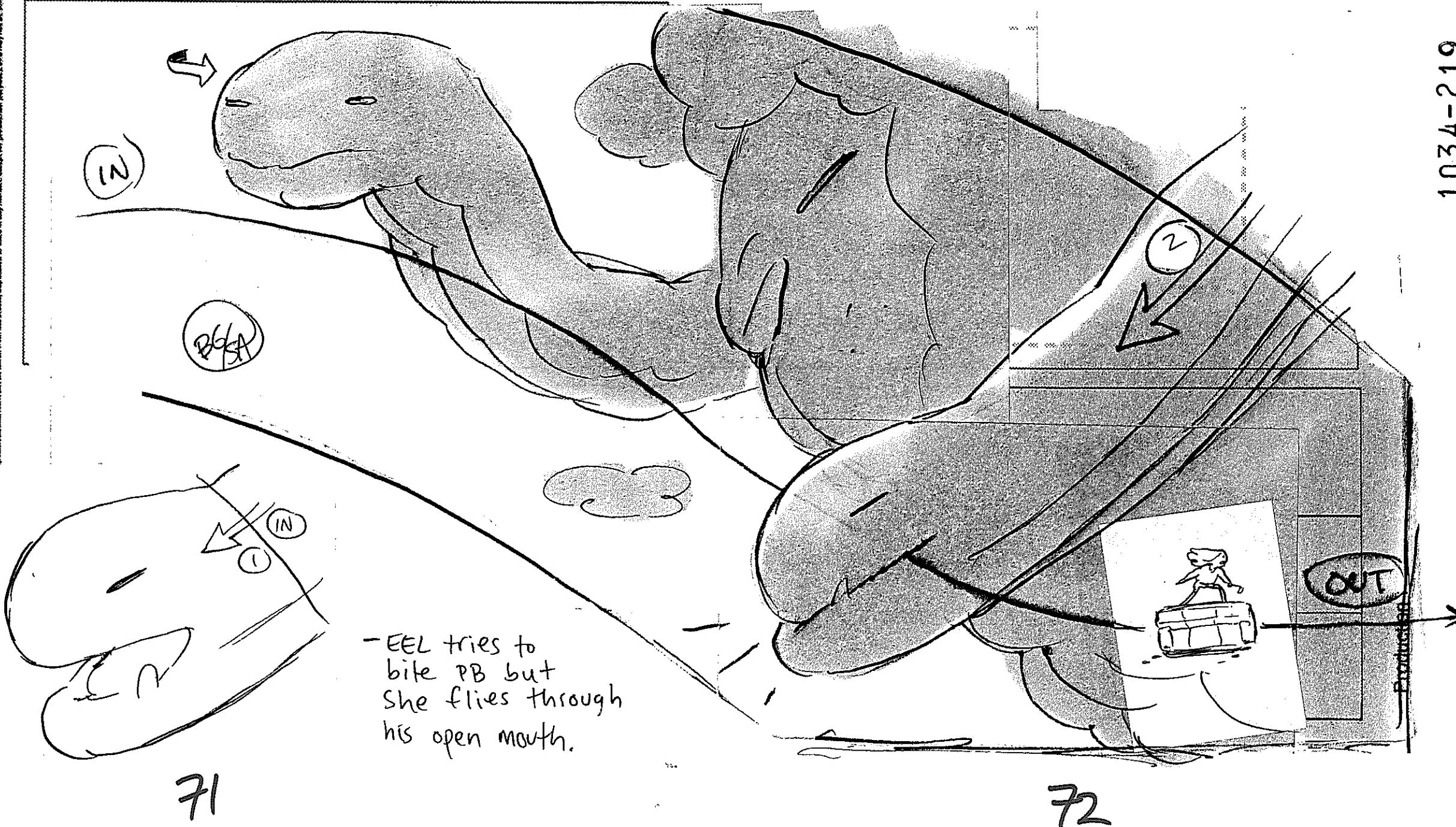
Sc. 27

Pnl.

B

Bg.

day night



- EEL tries to
bite PB but
she flies through
his open mouth.

71

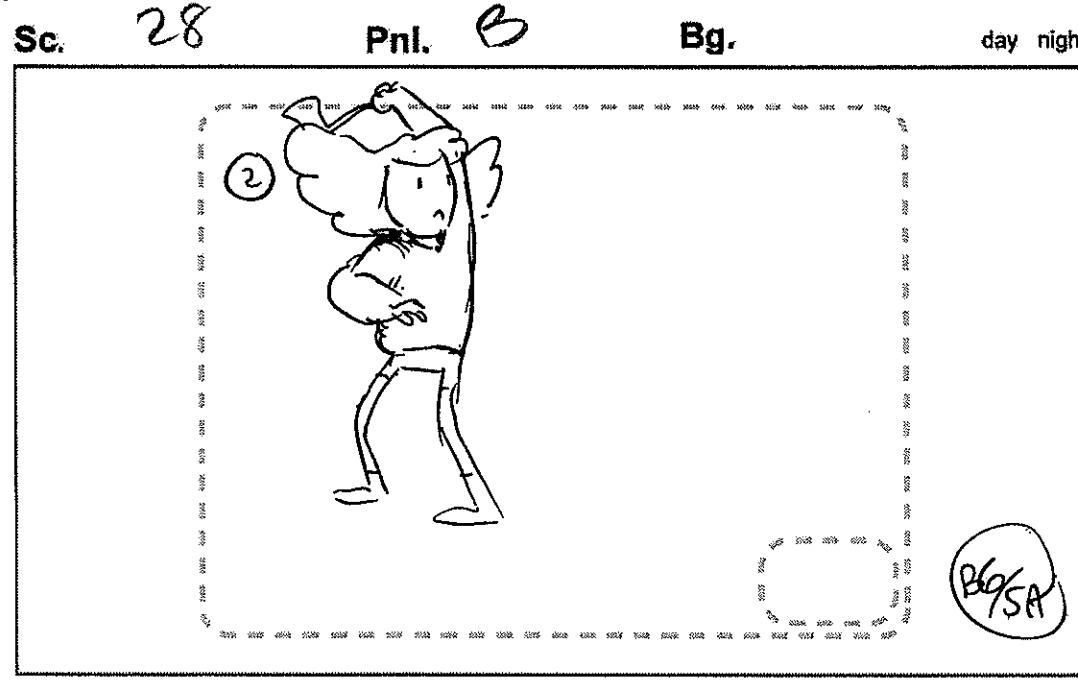
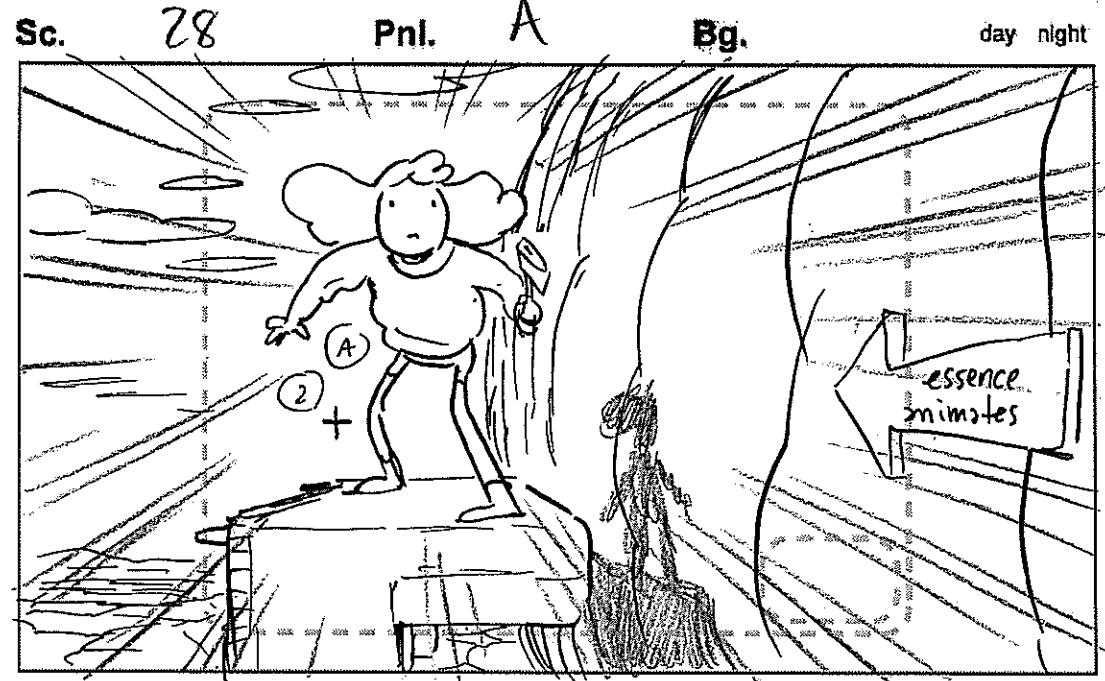
72

1034-219

ADVENTURE TIME



Page 37



Dialog:

(B)

(C) os Darkwing Harry,
Booklass,
Old Samantha

Action:

+①

- PB winds up to
hack essence with hatchet

Timing:

73

74

Production :

1034-219

EPISODE #

ADVENTURE TIME



Page 38

Sc.

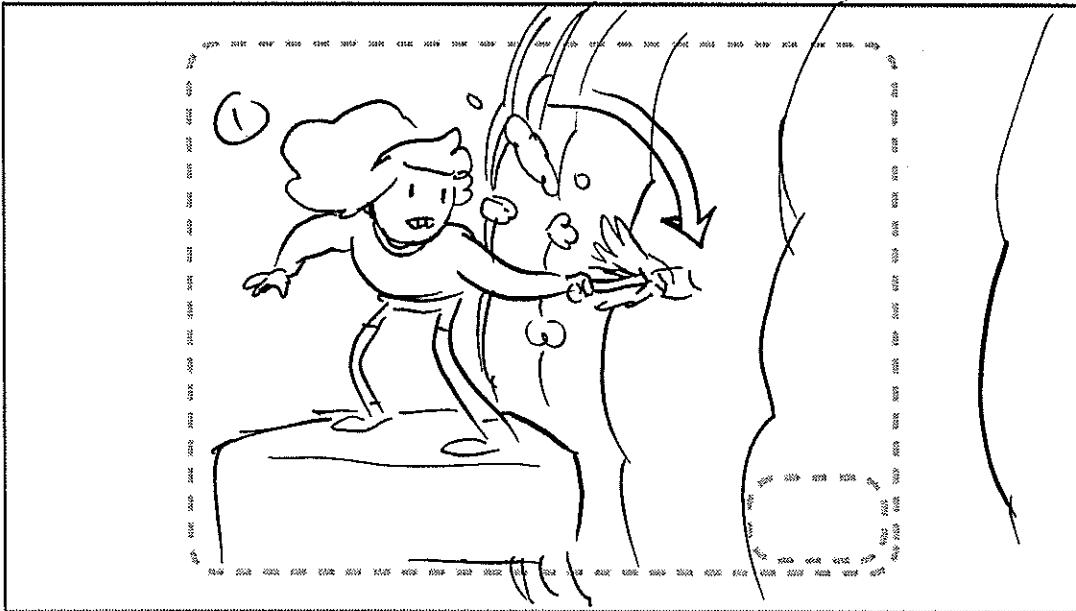
28

Pnl.

C

Bg.

day night



Sc.

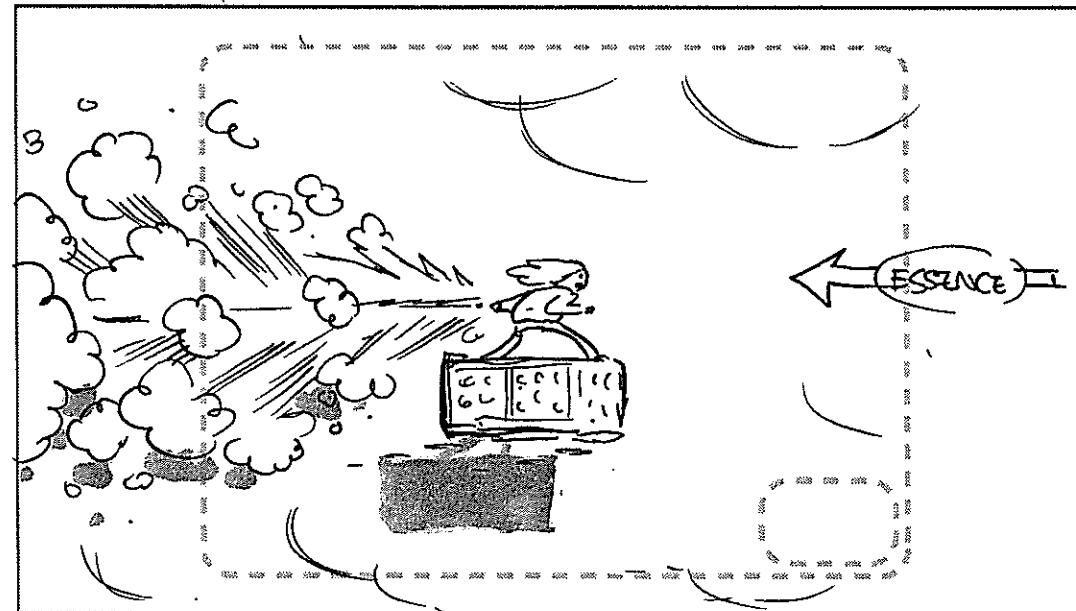
29

Pnl.

A

Bg.

day night



Dialog:



Action: - PB hacks into
Essence, dragging
hatchet through
Essence's body.

Timing:

75

SFX TS5555555555!!-

- Steam sprays out as PB drags hatchet
through Essence's body.

76

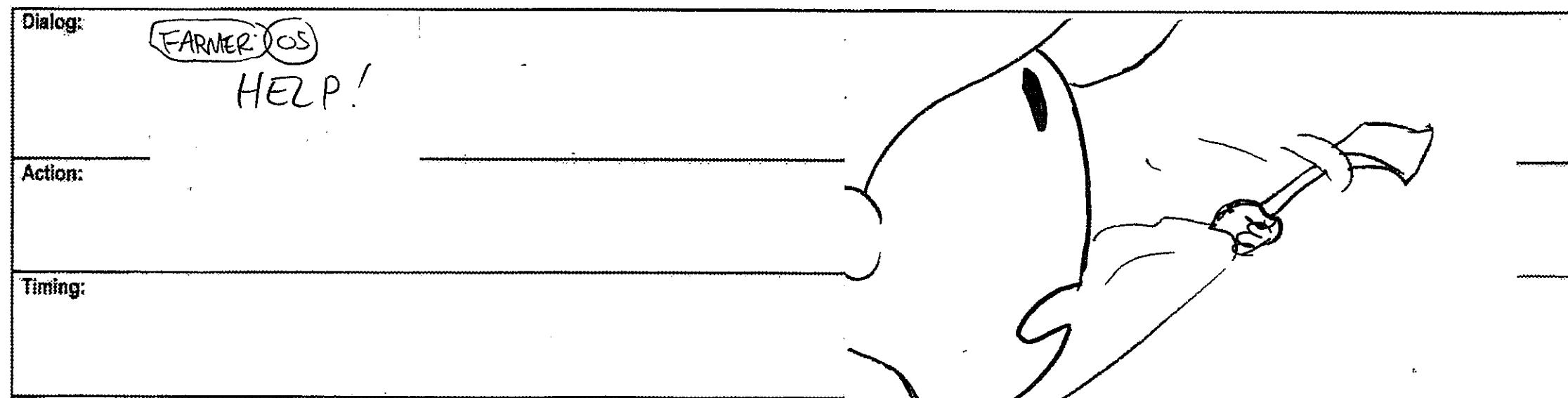
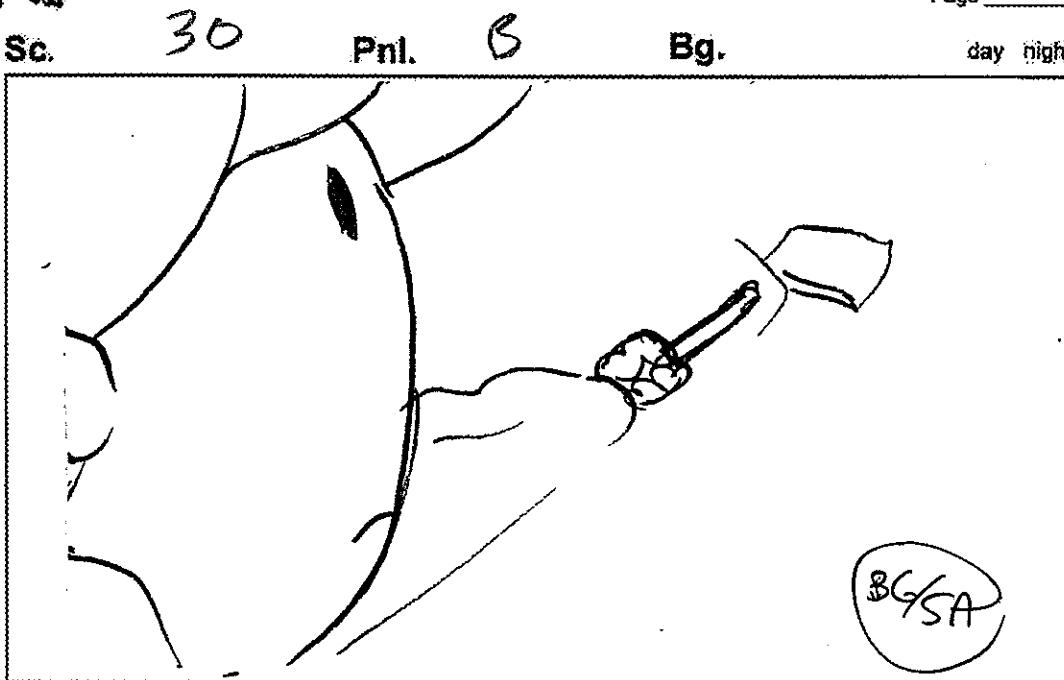
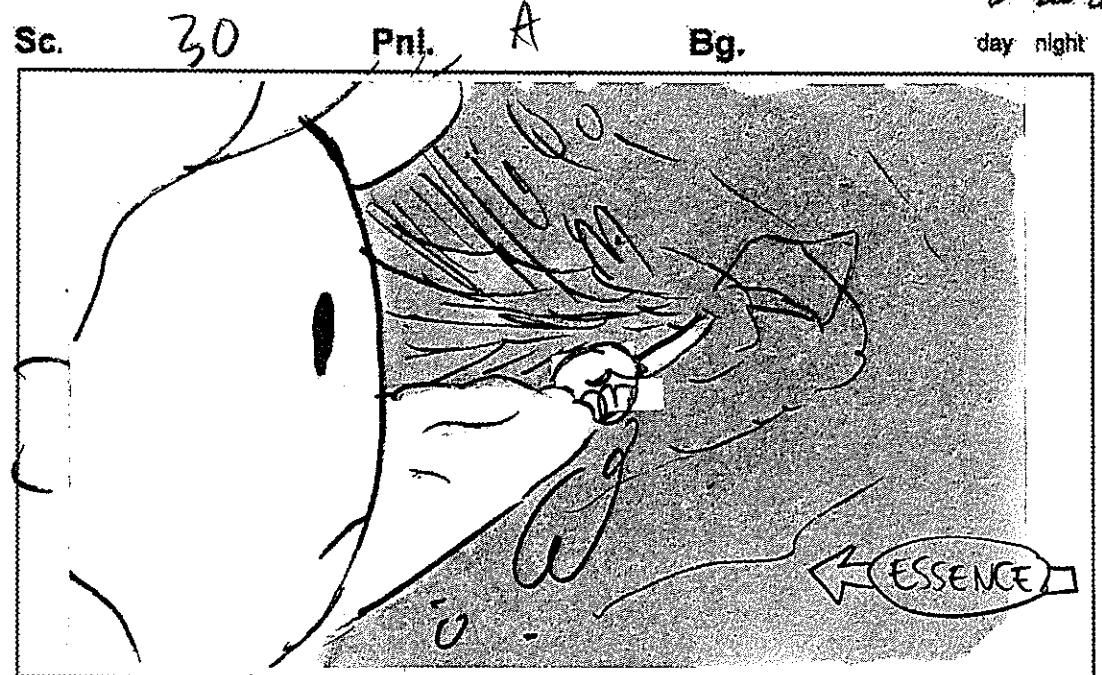
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 39



EPISODE # 1034-219

Production :

ADVENTURE TIME



Sc.

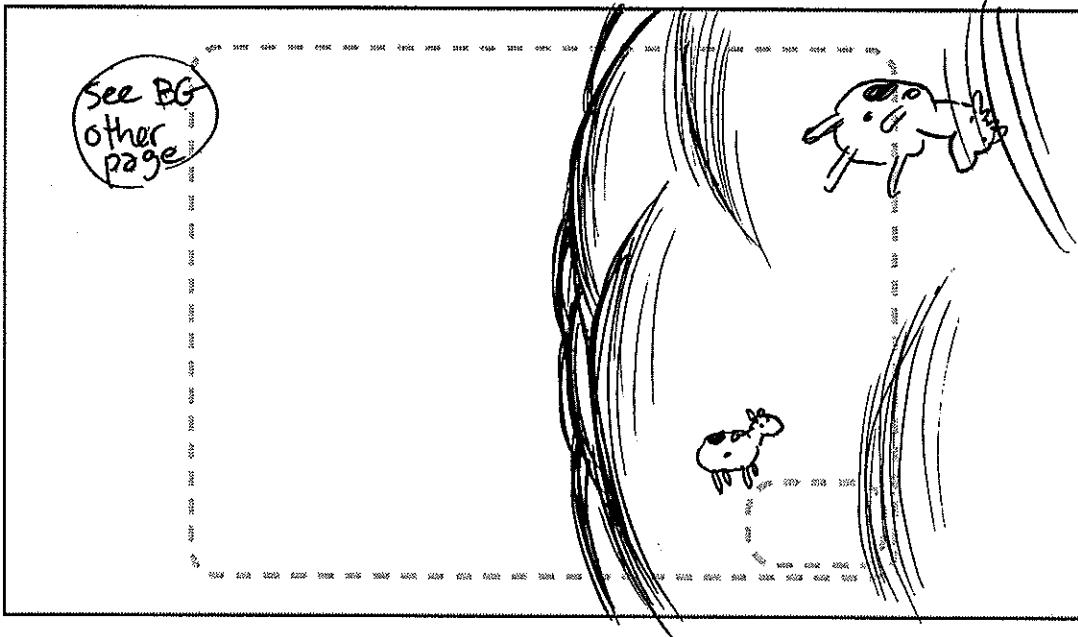
31

Pnl.

A

Bg.

day night



Sc.

31

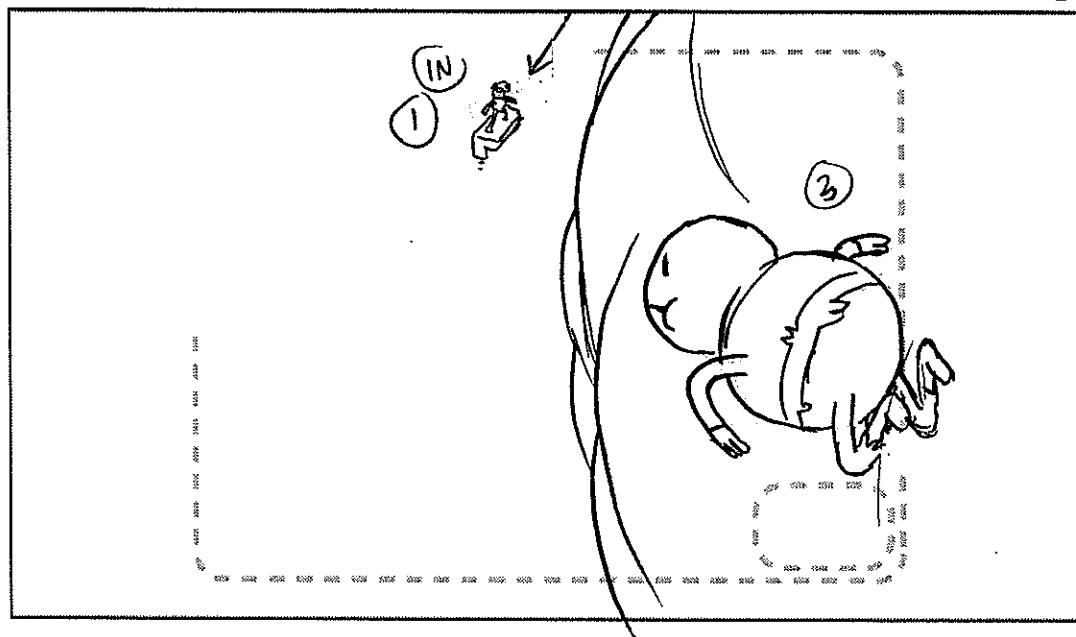
Pnl.

B

Bg.

Page 40

day night

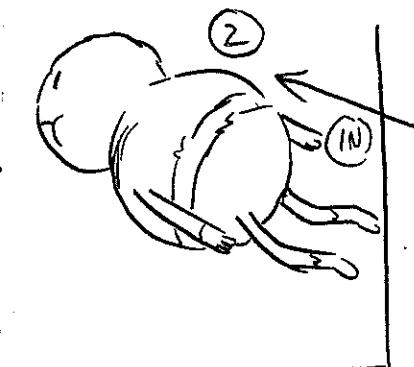


Dialog:

(CD)OS: DR. Belstar, Limbo Man, Quasar, →

Action:

- PB in first, then
farmer swims into
shot.



Timing:

79

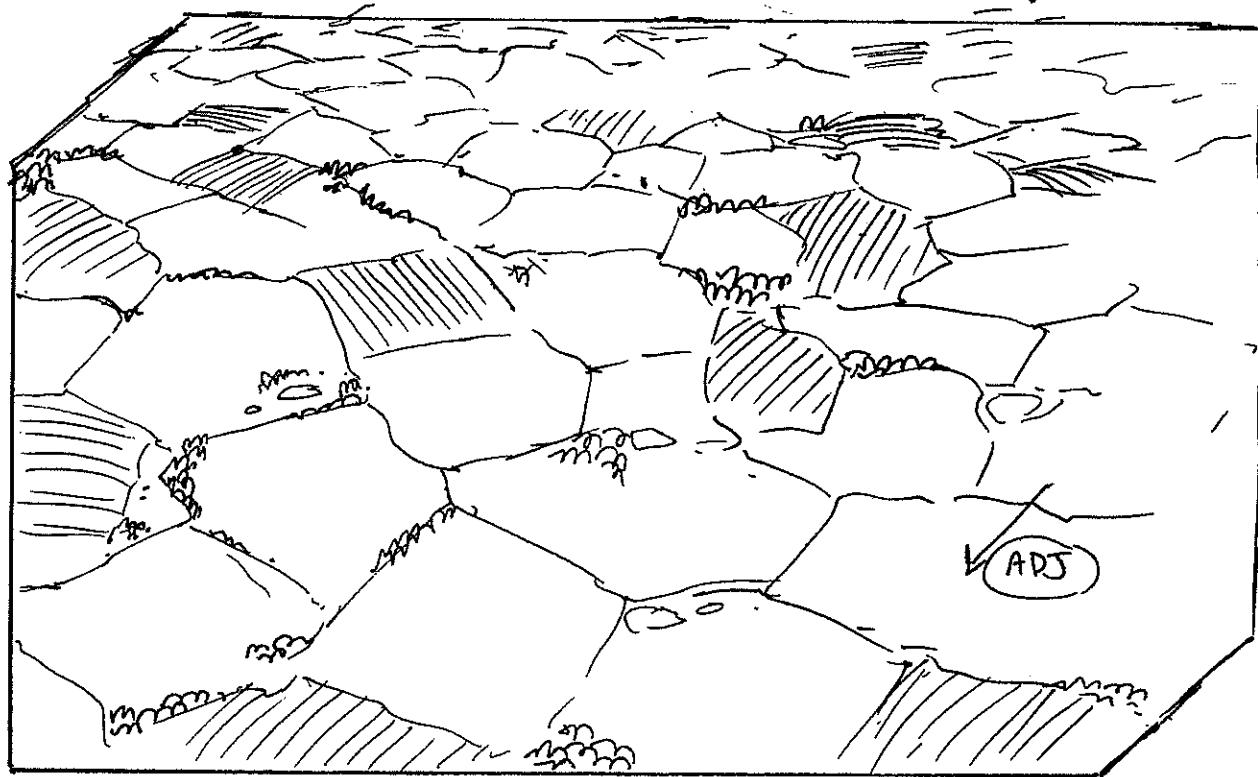
80

Production :

1034-219

Sc. 31 Pnl. C

Bg.



BG Adjust should be this
length... but perspective
should stay consistent...
Some kinda CG assist?

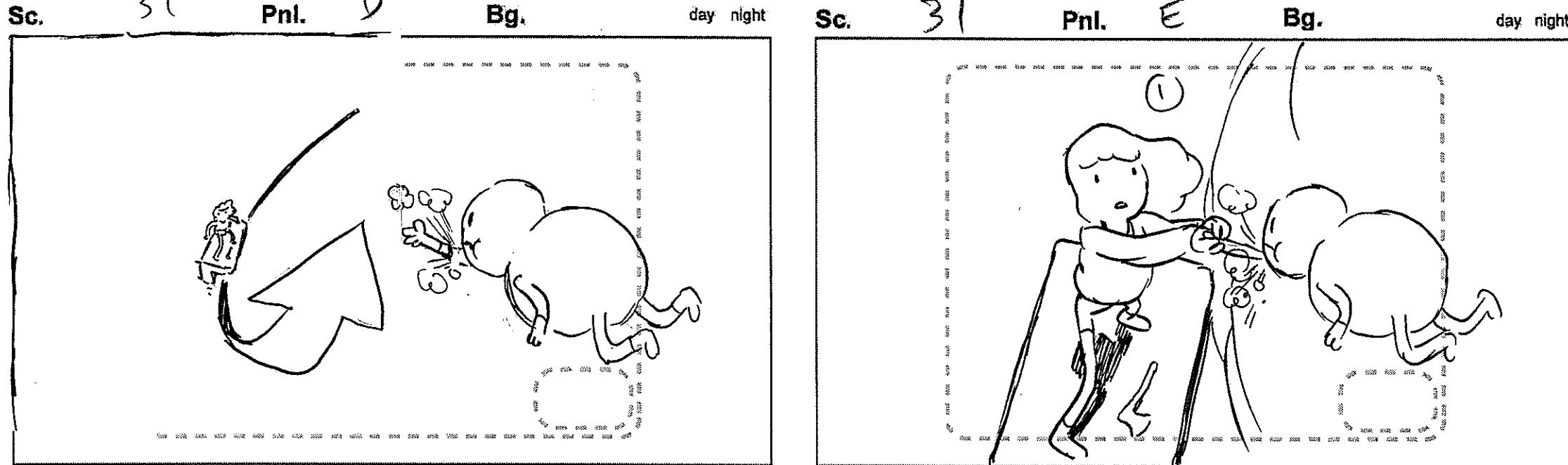
81

82

ADVENTURE TIME



Page 42



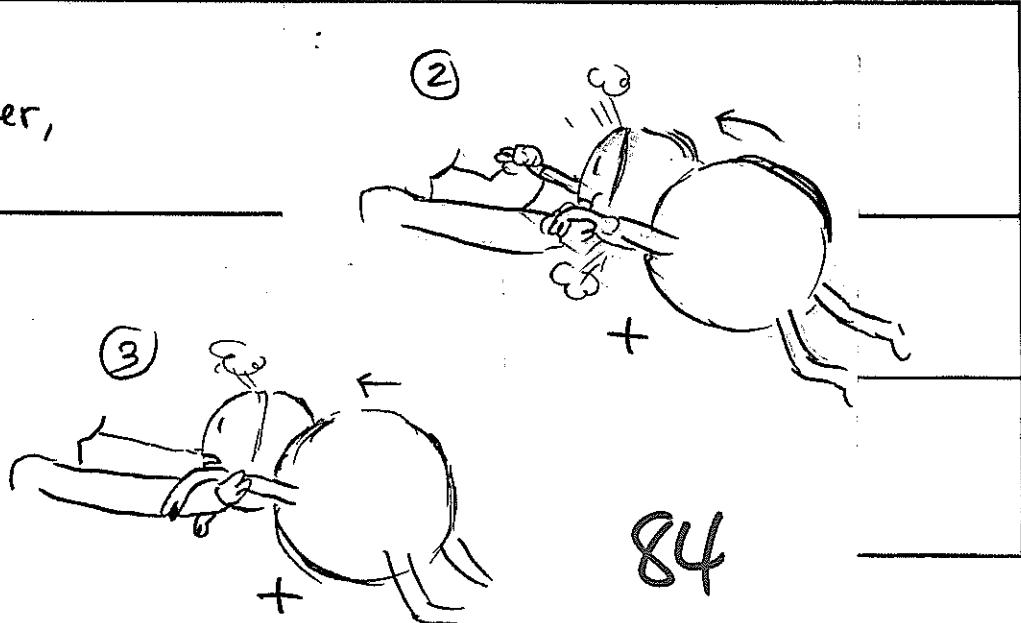
Dialog:

(CD) Cloud Dance Jr.,
Square Boy, Cat Poster,
Uncle Joey-Face,

Action: - Farmer pokes his hand
through Essence's skin.

Timing:

83



EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 43

Sc.

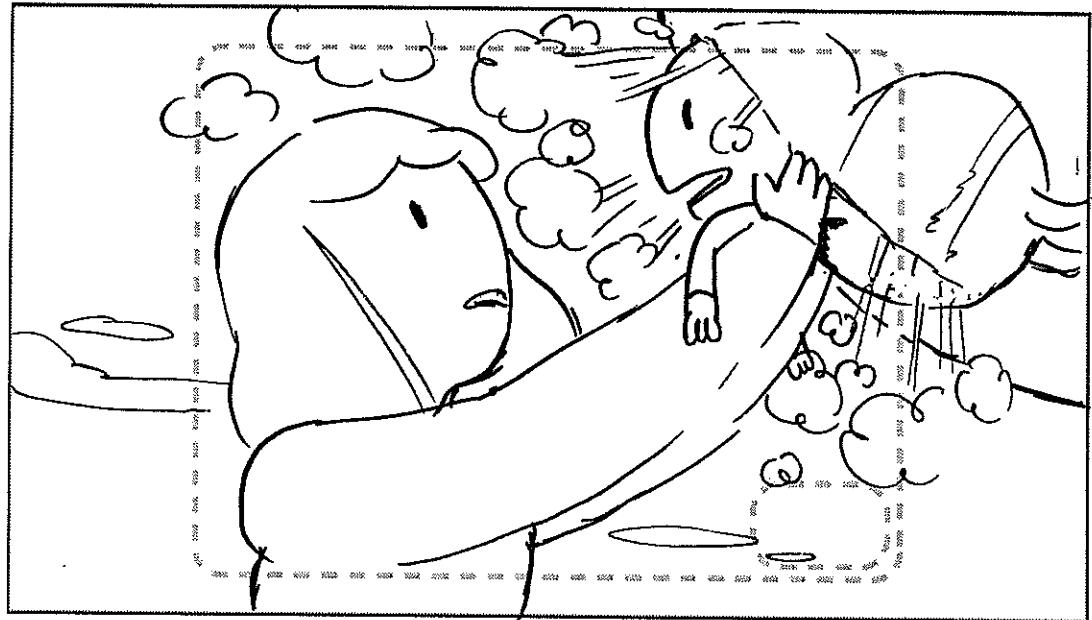
32

Pnl.

A

Bg.

day night

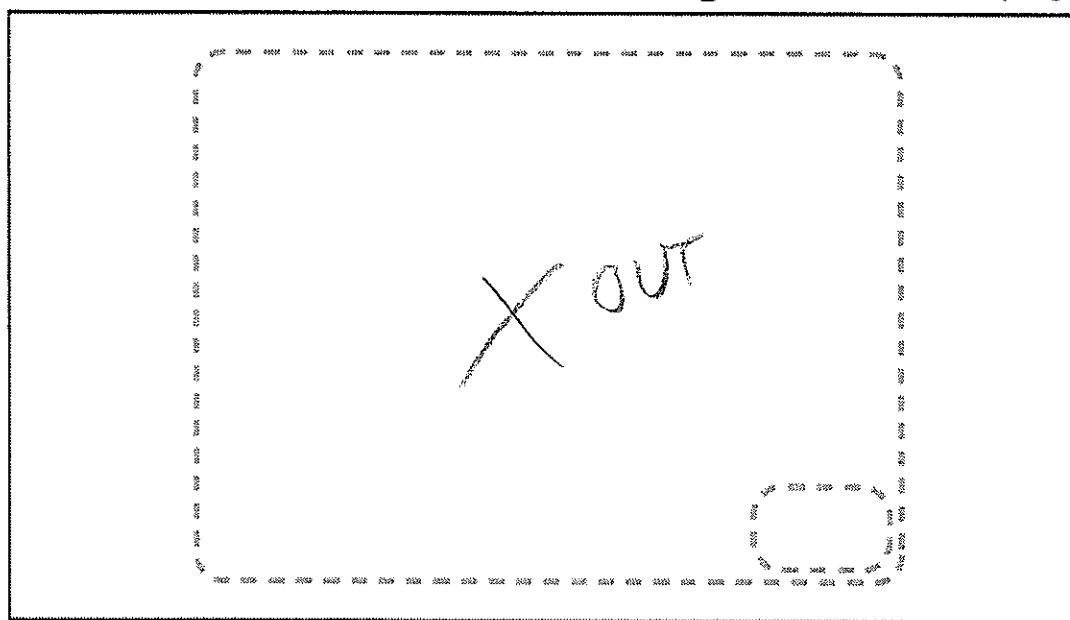


Sc.

Pnl.

Bg.

day night



Dialog:

Action: - PB pulls farmer out gingerly, like a baby.

Timing:

85

86

Production :

EPISODE # 1034-219

ADVENTURE TIME



44

Page _____

Sc.

32

Pnl. B

Bg.

day night

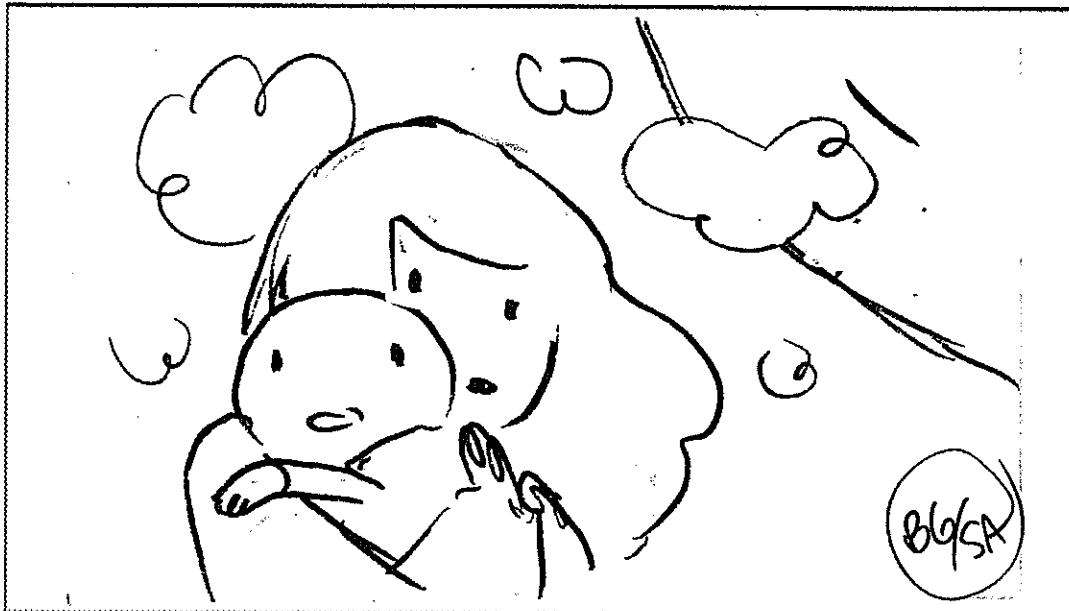
Sc.

32

Pnl. C

Bg.

day night



Dialog:

FARMER OS

UP
HERE!

Action:

Timing:

87

88

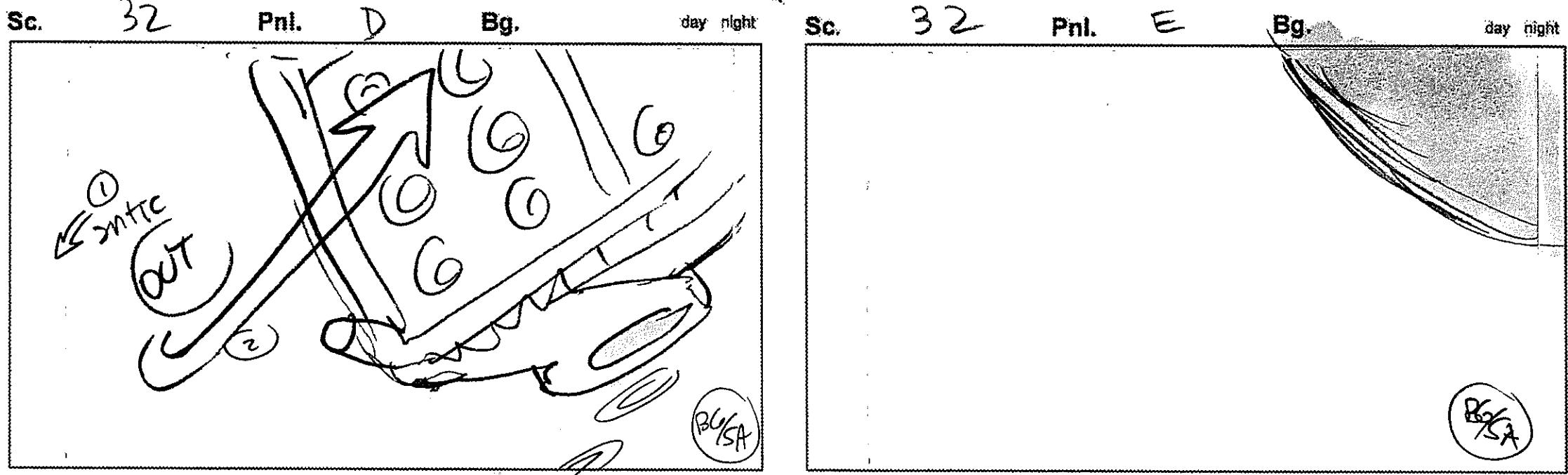
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 45



Dialog:

(CD) os:

Dogmn,
Tightwad,
Raspberry Son

Action: - PB flies up out of shot.

Timing:

89

90

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 46

Sc.

33

Pnl.

A

Bg.

day night

Sc.

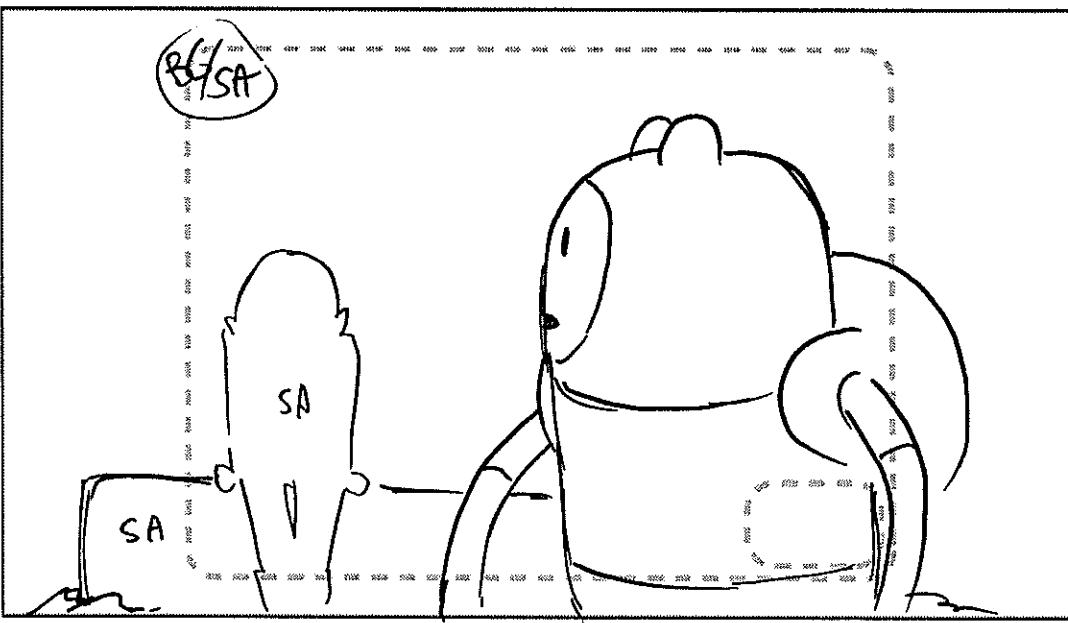
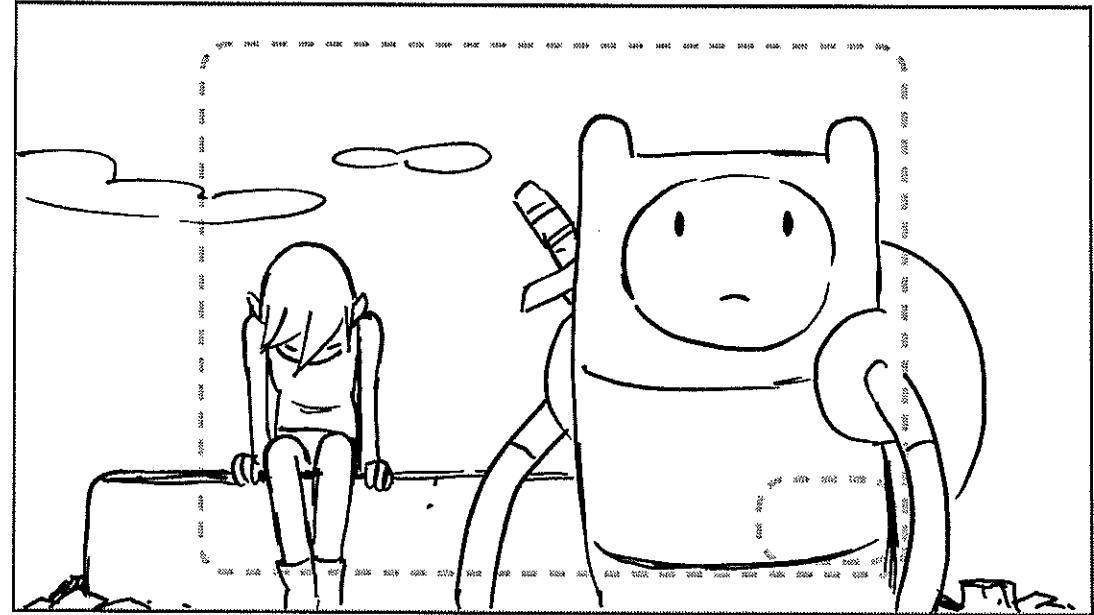
33

Pnl.

B

Bg.

day night



Dialog:

CLOUD DANCE (OS): DJ Fresh- Start
and my boy
Big Trace.

FINN: You sure you're not
coming Marceline?

Action:

Some extra names to throw
in if it comes up too

Short:

MR. WILLEM

PINK SASHA

GRAVY-JAY

FACE GUY

LOLLY

91

92

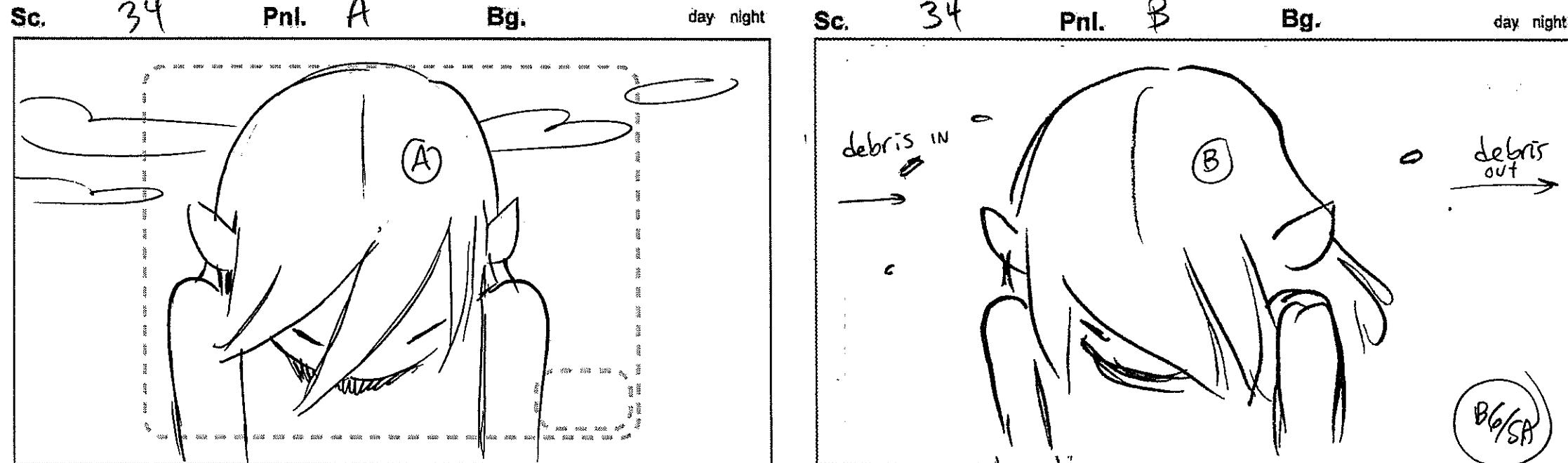
Production :

EPISODE # 103.4-219

ADVENTURE TIME



Page 47



Dialog:

(FNN OS) We could really use
your help...

(F:) ... Marceline?

Action:

(A), wind blows (B), hair settles back to (A)

Timing:

93

94

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 48

Sc.

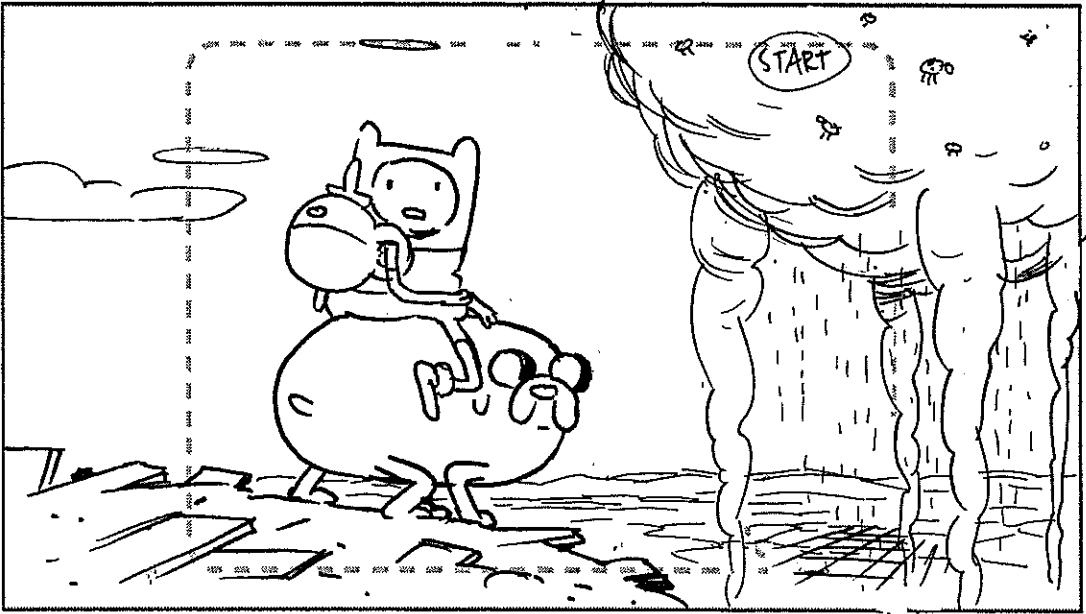
35

Pnl.

A

Bg.

day night



Sc.

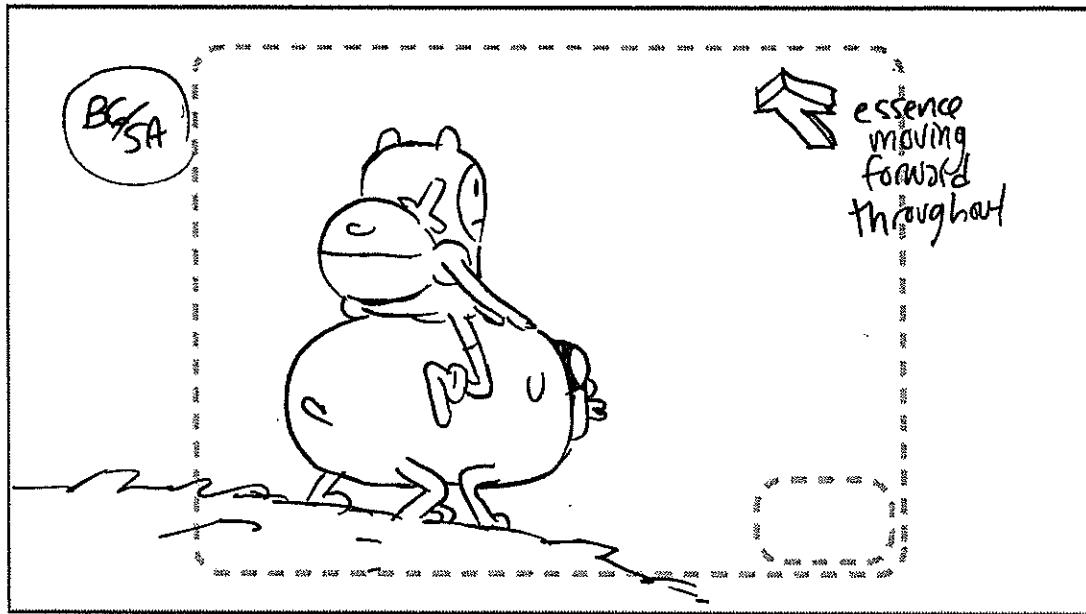
35

Pnl.

B

Bg.

day night



Dialog:

(FINN) Okay, maybe later then...

(J:) C'mon Finn lemme hear
that war cry!

Action: - Essence walks toward screen through scene →

Jake turns 1st, then finn

Timing:

95

96

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 49

Sc.

35

Pnl.

C

Bg.

day night

Sc.

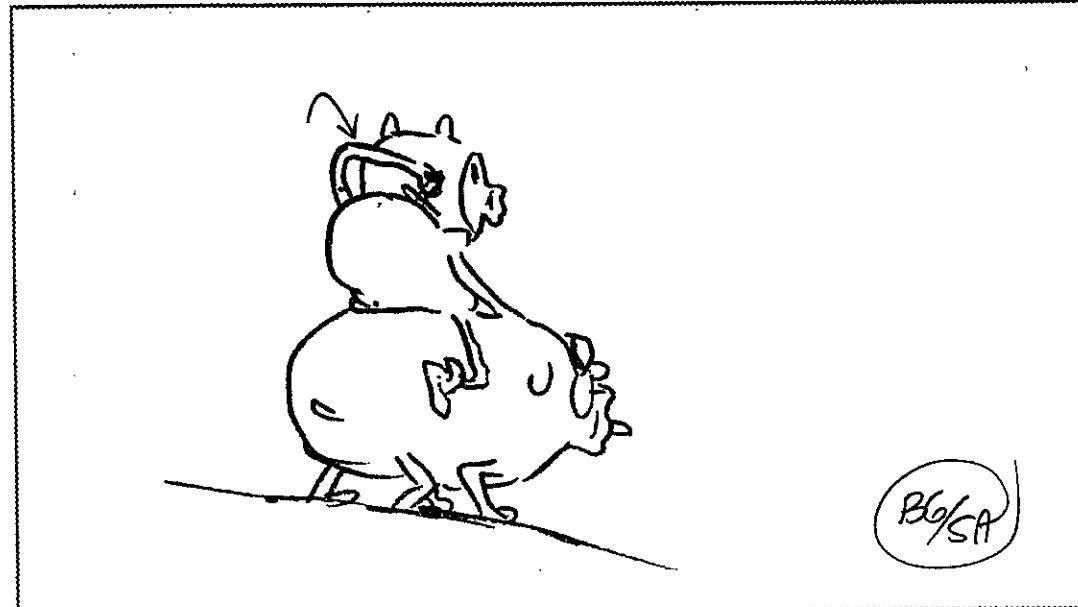
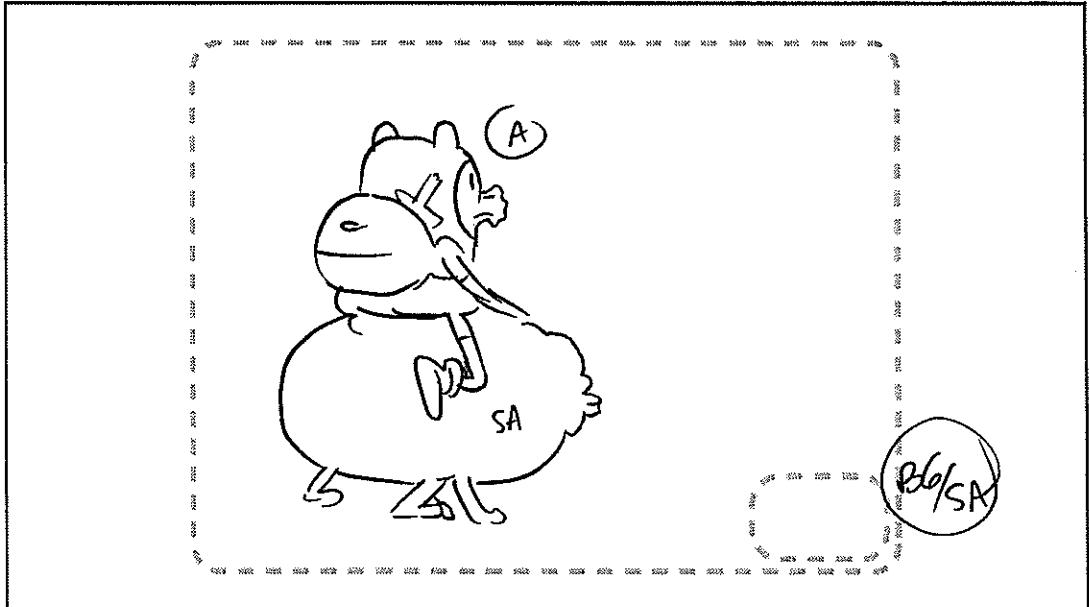
35

Pnl.

D

Bg.

day night



Dialog:

(FINN) BURRRRRR

RRRRRRRRRRRR

(J.) BURRRRRRRR

- Finn draws sword.
stake

Action:



Timing:

97

98

Production :

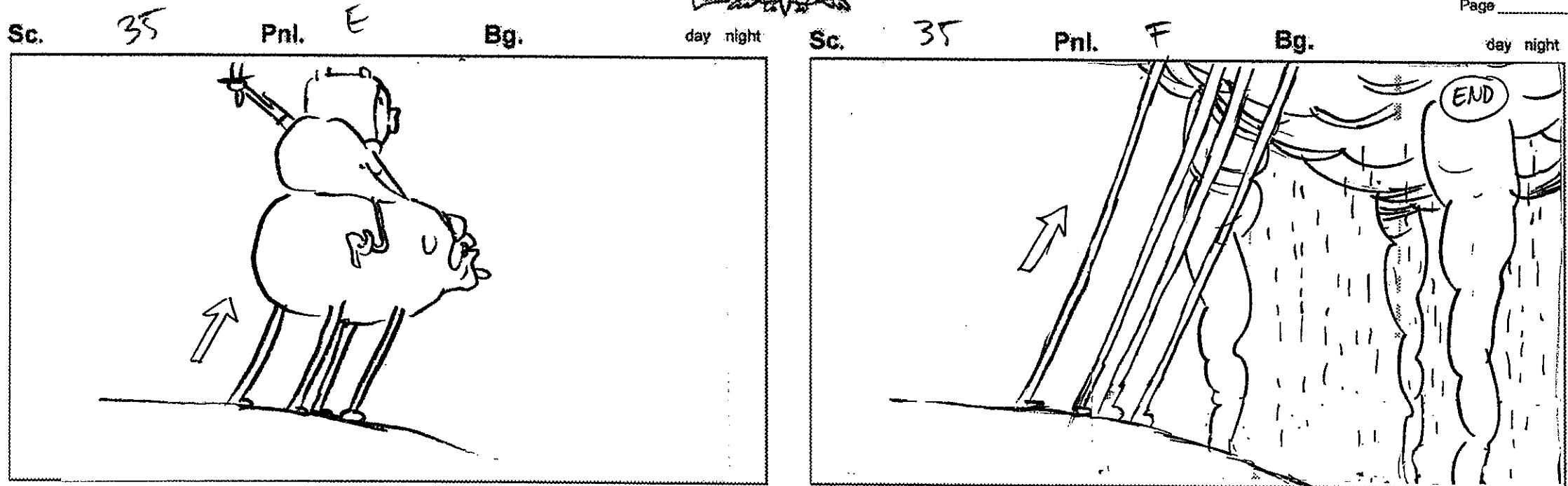
EPISODE # 1034-219

ADVENTURE TIME



Page _____

50



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Dialog:

(F:) → R R R R R R R →

Action:

(J:) → R R R R R R R →

- J. STRETCHES off/s

Timing:

99

100

EPISODE # 1034-219

Production :

ADVENTURE TIME



卷之三

Sc. 36

Pnl. A

Bq.

day night

Sc

34

20

B9

Page 51



Dialog:

F + J Burrrrrrrr...

(M:) * SIGH *

Action:

101

102

Production:

EPISODE # 1034-219

ADVENTURE TIME



Page 52

Sc.

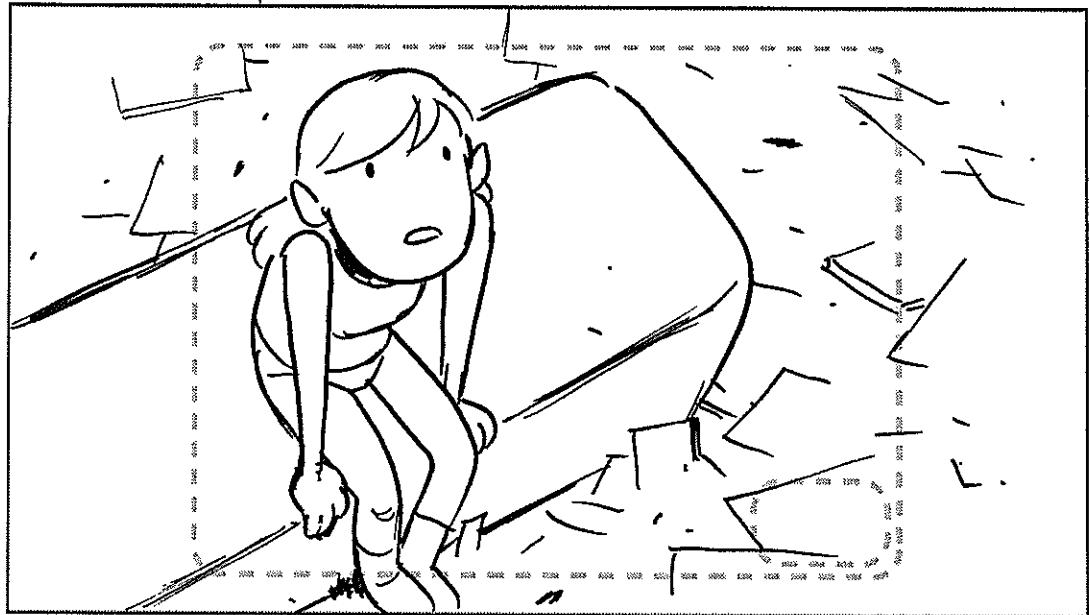
37

Pnl.

A

Bg.

day night



Sc.

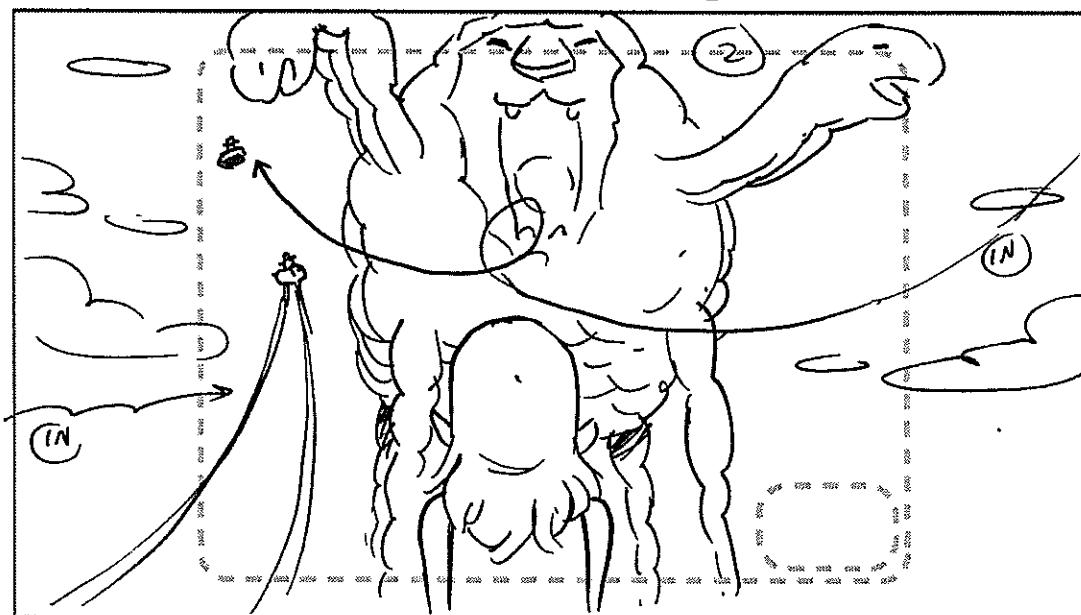
38

Pnl.

A

Bg.

day night



EPISODE # 1034-219

Dialog:

(M) Well, you finally did it Big guy... → you won. Well played.

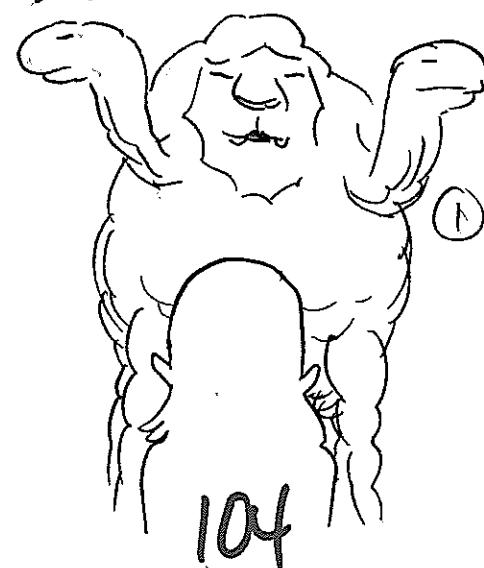
ESSENCE *ROAR*

Action:



- PB flies past Essence
- F+J walk into shot
- Essence walks forward.

Timing:



Production :

ADVENTURE TIME



Page 53

Sc.

39

Pnl.

A

Bg.

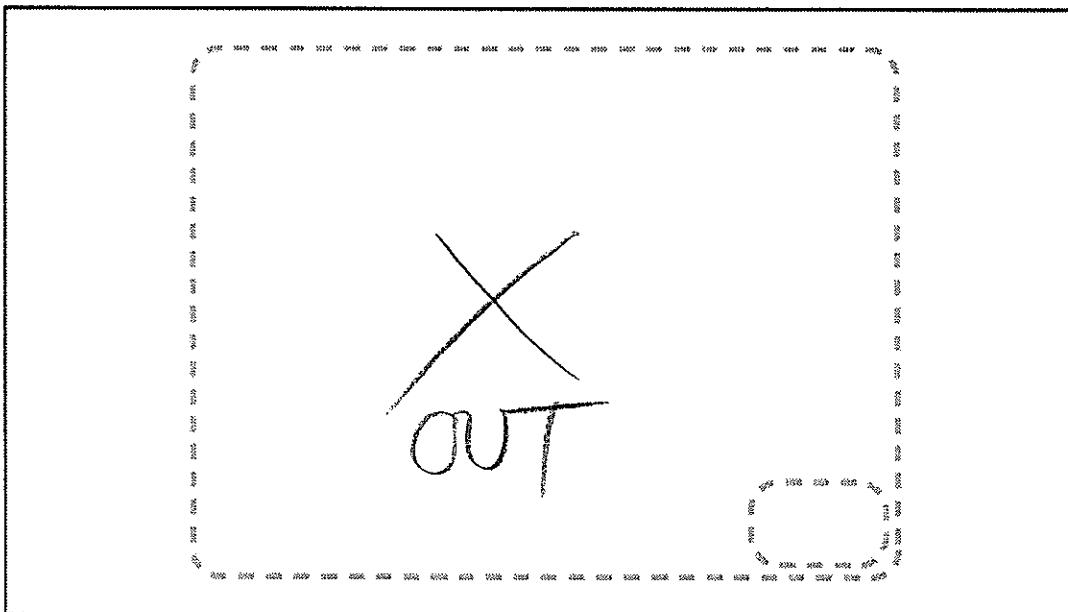
day night

Sc.

Pnl.

Bg.

day night



Dialog:
M: I just kinda wish you'd gotten it over with a thousand years ago and saved us all some trouble.

Action:
WIND BLOWS Hair + debris: (A) (B) (A)

Timing:

105

Production:

106

Timing notes: debris in/out



debris
in/out

ADVENTURE TIME



Page 54

Page 2

Sc

40

Pn1.

4

30

day night

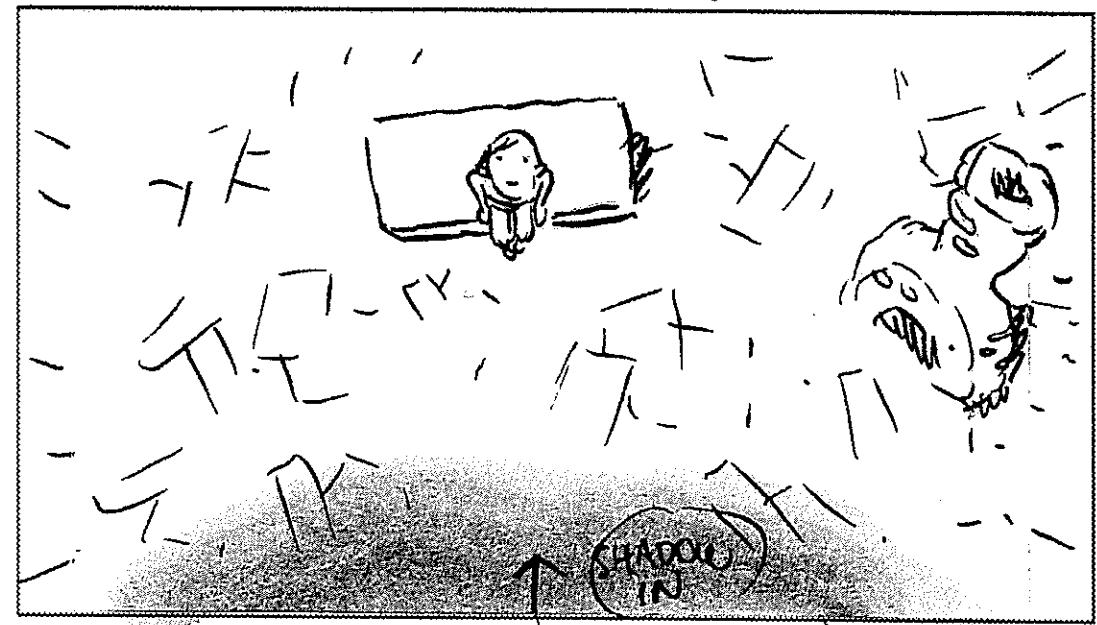
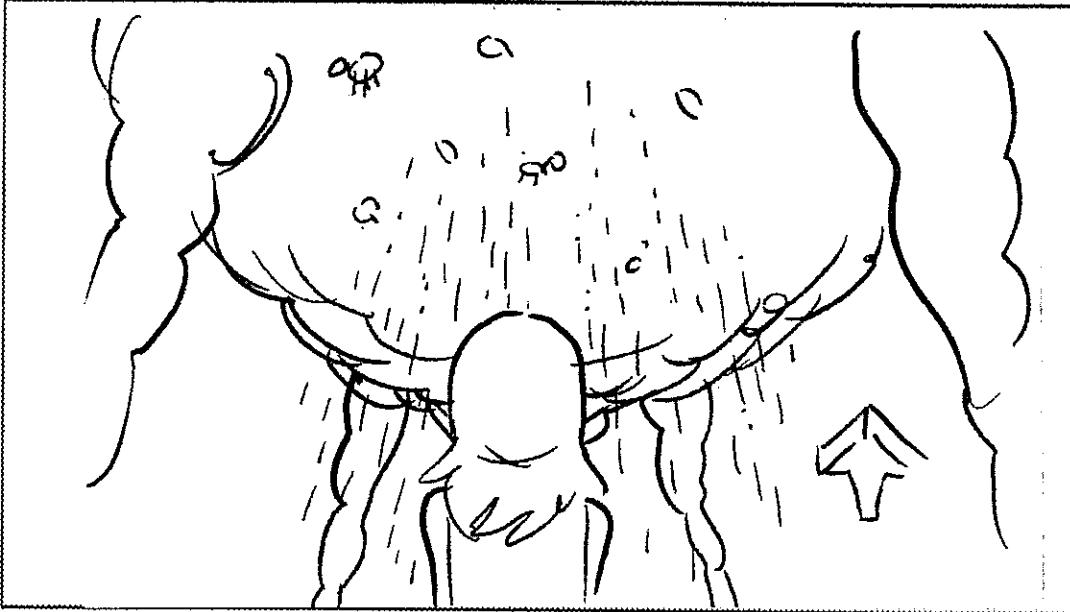
Sc.

41

Pml

Bg.

day night



Dialog:

Action:

- ESSENCE WALKS TOWARDS MARCELINE. - SHADOW COMES ON/S,

Timing:

107

108

ADVENTURE TIME



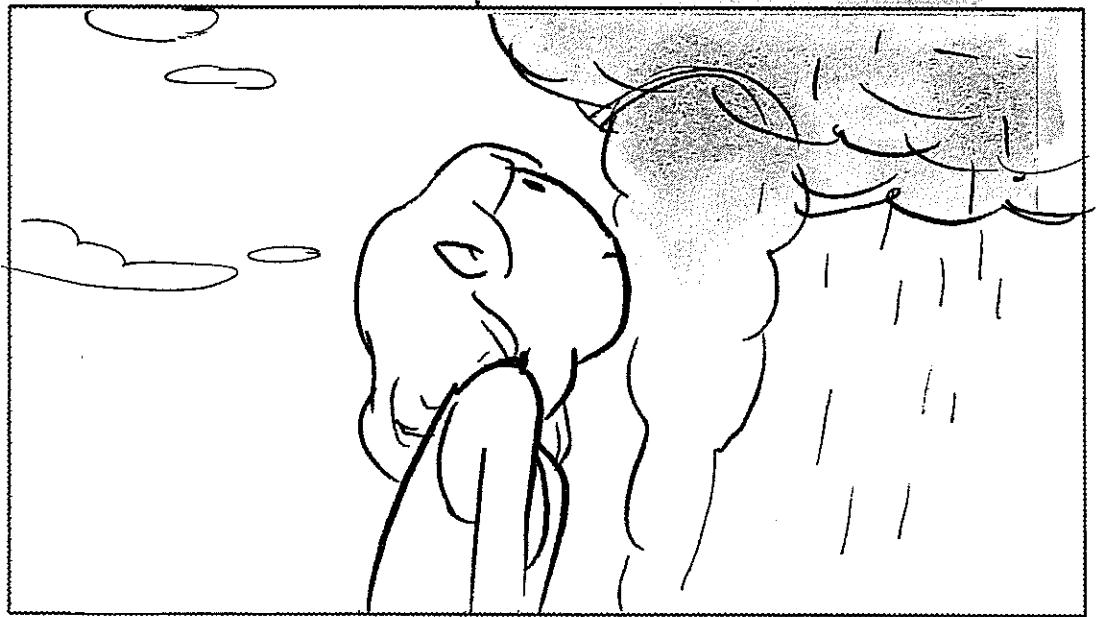
Page 55

Sc. 42

Pnl. A

Bg.

day night

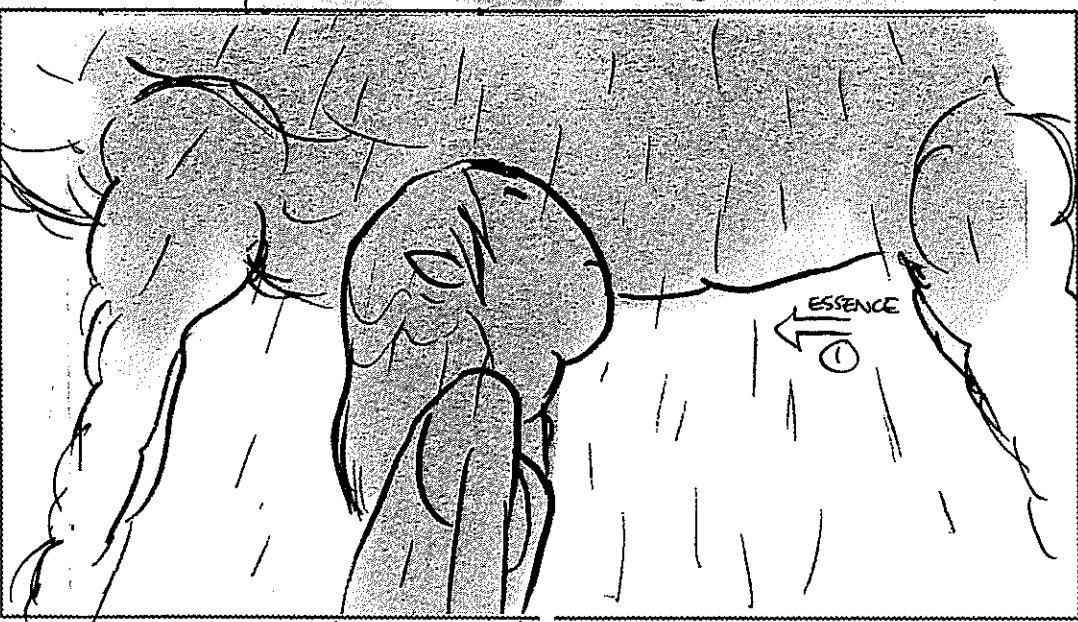


Sc. 42

Pnl. B

Bg.

day night



EPISODE # 1034-219

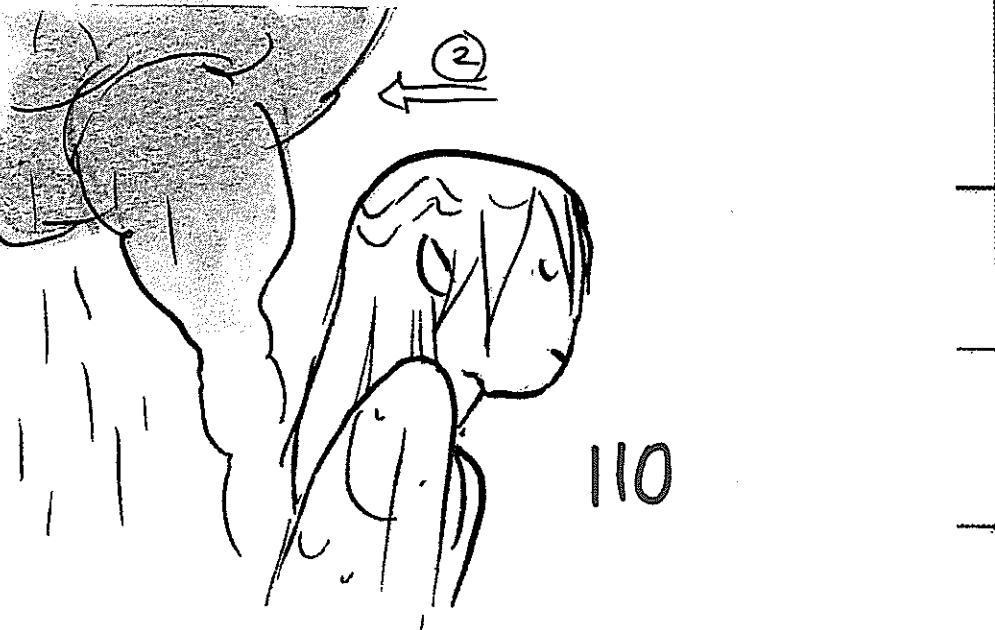
Production :

Dialog:

Action: - ESSENCE works over Marceline,
Rain wets her hair and clothes .

Timing:

109



110

ADVENTURE TIME



Page 52

Sc.

42

Pnl.

C

Bg.

day night

Sc.

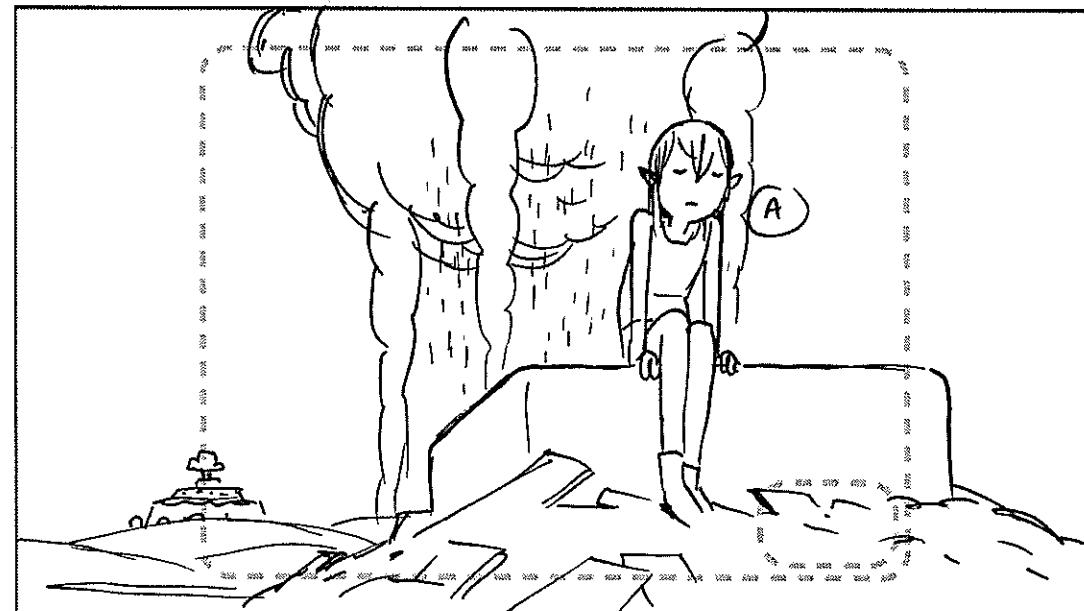
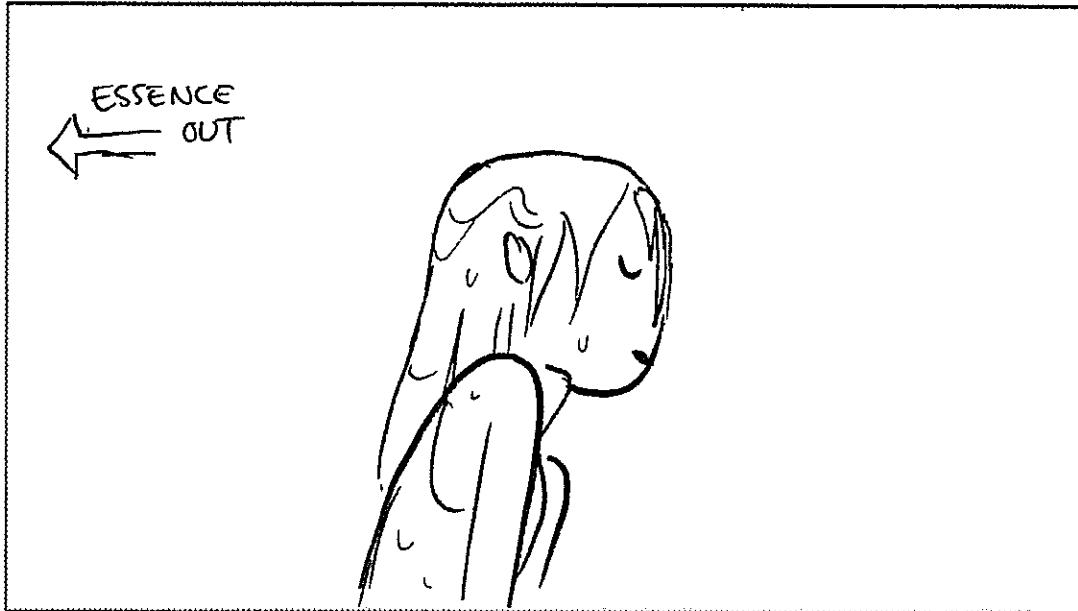
43

Pnl.

A

Bg.

day night



Dialog:

M: Better late than never I guess.

Action:

Timing:

111

112

1034-219

EPISODE #

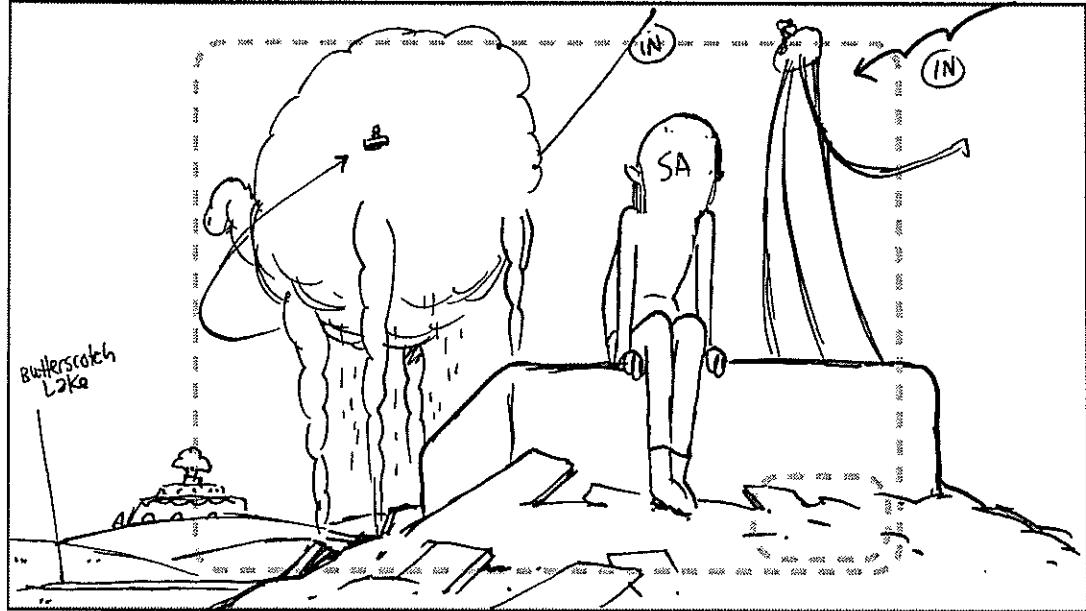
Production :

ADVENTURE TIME

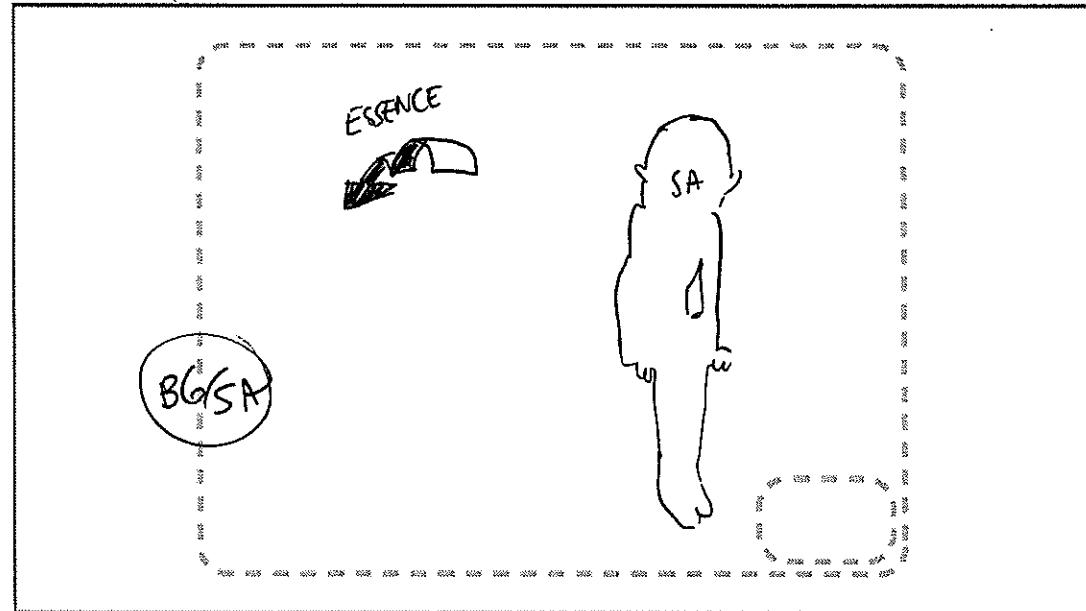


Page 57

Sc. 43 Pnl. B Bg. day night



Sc. 43 Pnl. C Bg. day night



Dialog:
M * BIG INHALE * HOLD * BIG EXHALE *

Action:
- PB and F+J follow Essence.

Timing:
B chest out
113

- BEAT -
114

Production :

EPISODE # 1034-C19

ADVENTURE TIME



Page 58

Sc. 43

Pnl. D

Bg.

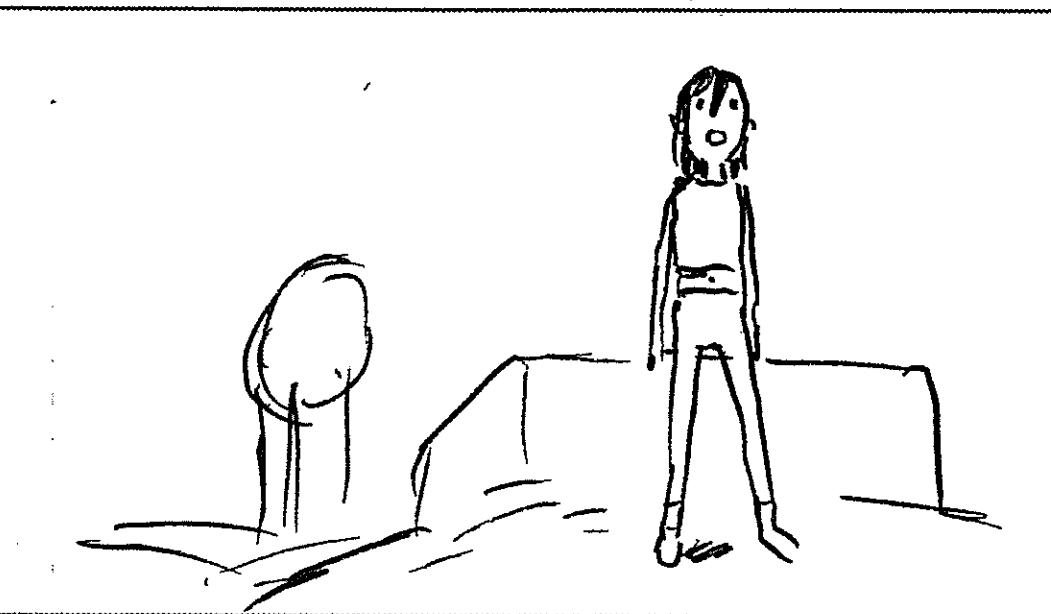
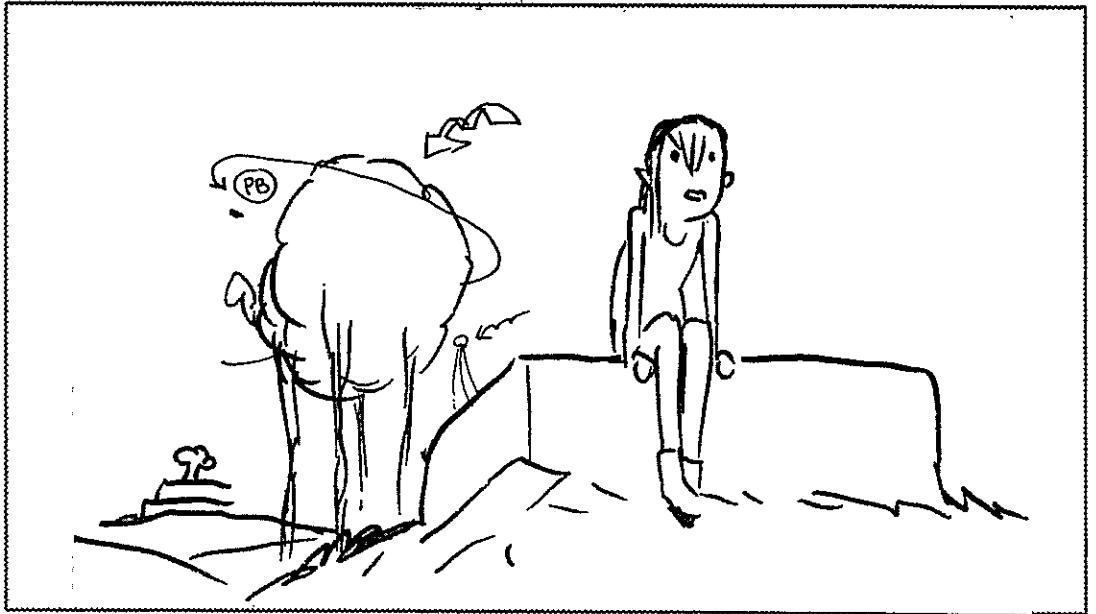
day night

Sc. 43

Pnl. E

Bg.

day night



Dialog:

(M) Smelled something
Bad -
Just a sec
now it's gone -

Action:

Timing:

115

(M) was it there
all along?

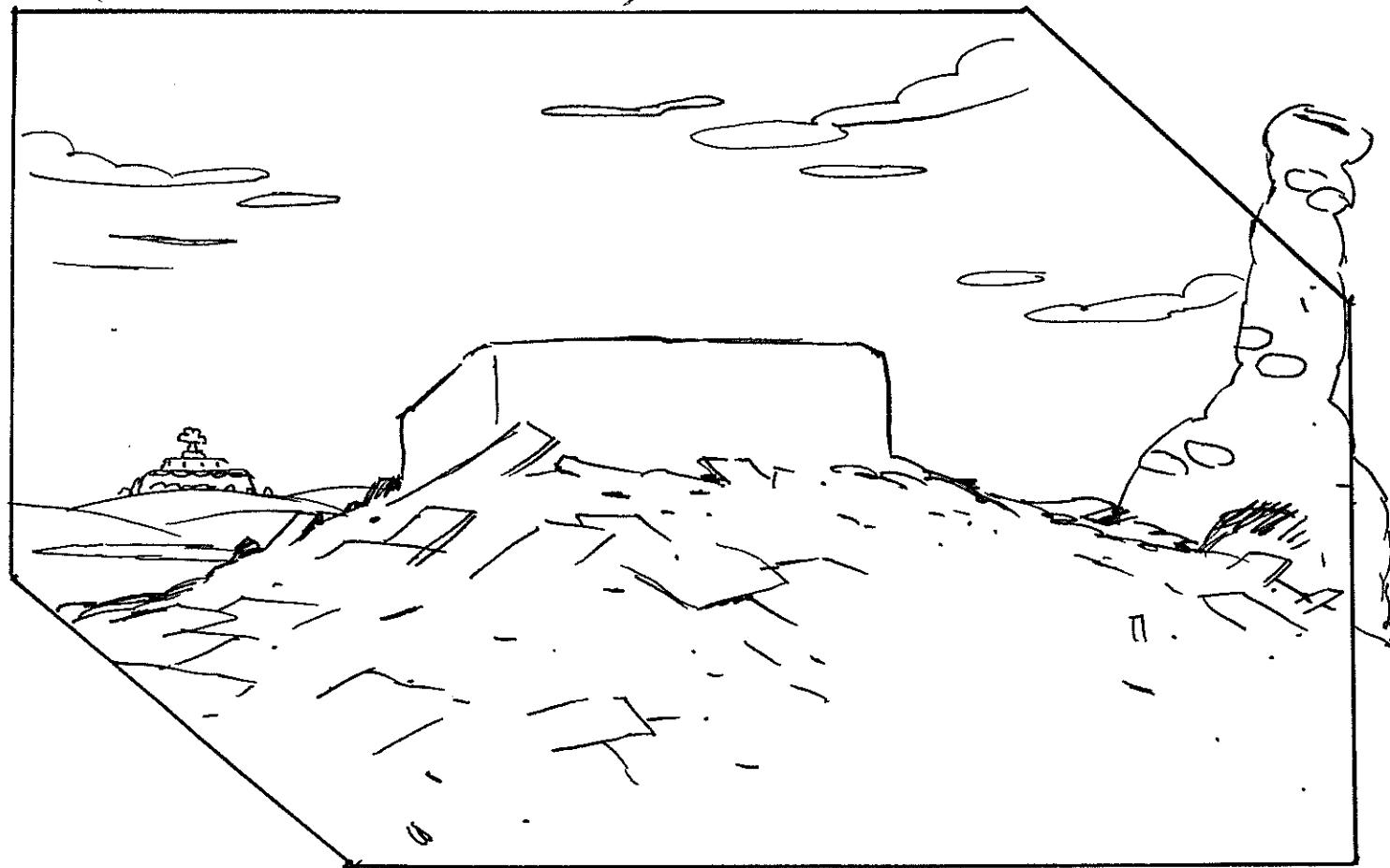
116

Production :

1034-219

EPISODE #

sc. 43 pl. F (BG)



pg 59

1034-219

117

118

ADVENTURE TIME



Page 60

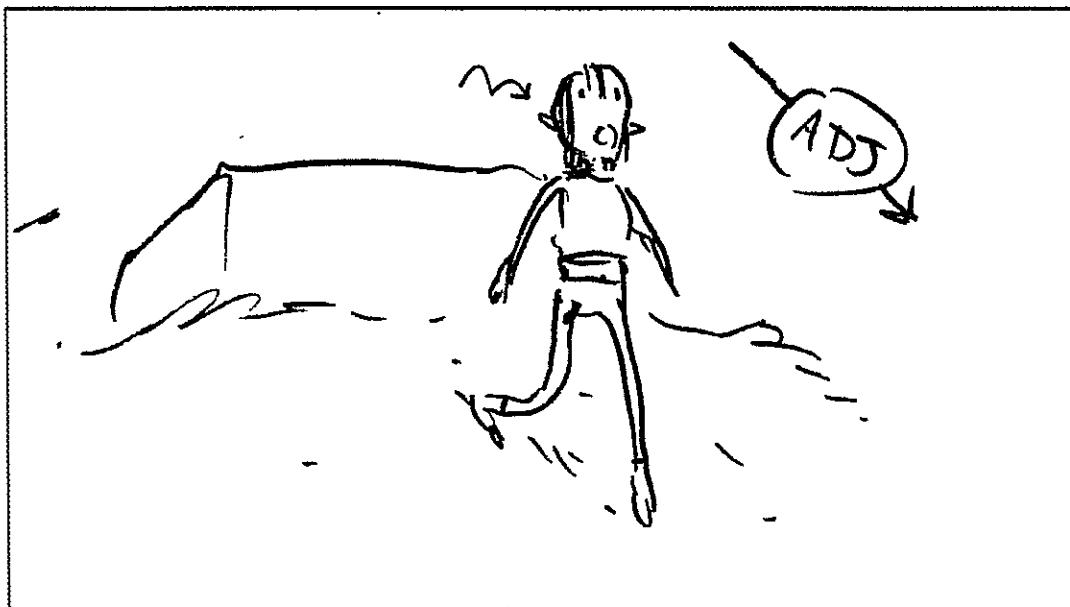
Sc. 43

Pnl.

G

Bg.

day night



Sc. 43

Pnl.

H

Bg.

day night



Dialog:

(M) smelled like
garbage and
cheese

Action:

- M. WALKS DOWN HILL.

Timing:

119

(M) was it
just on the
breeze?

120

1034-219

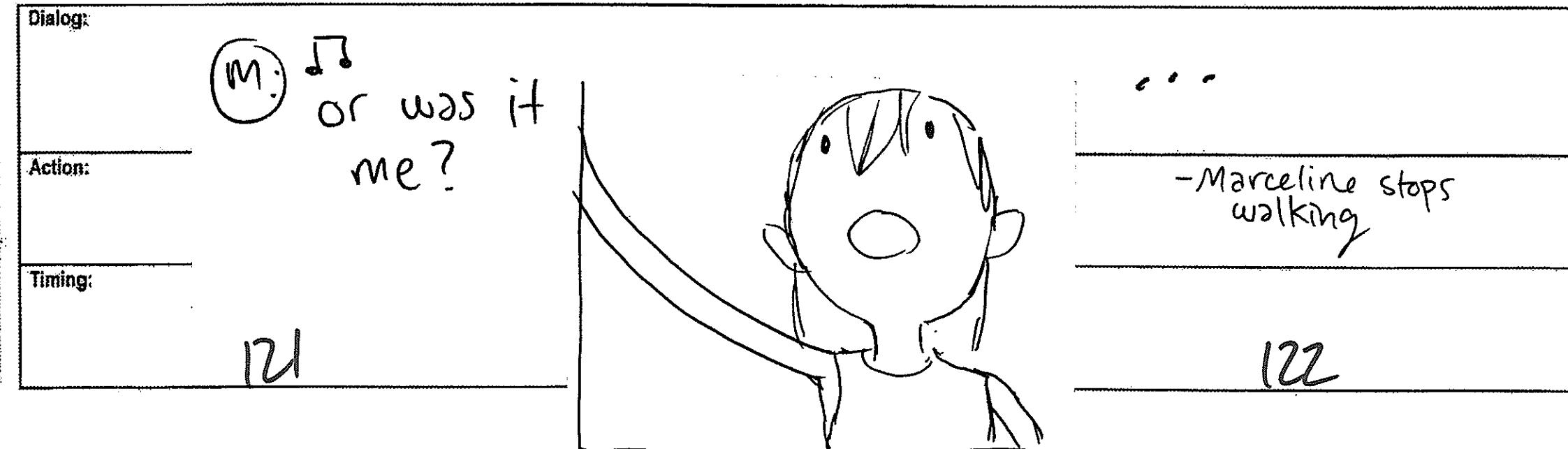
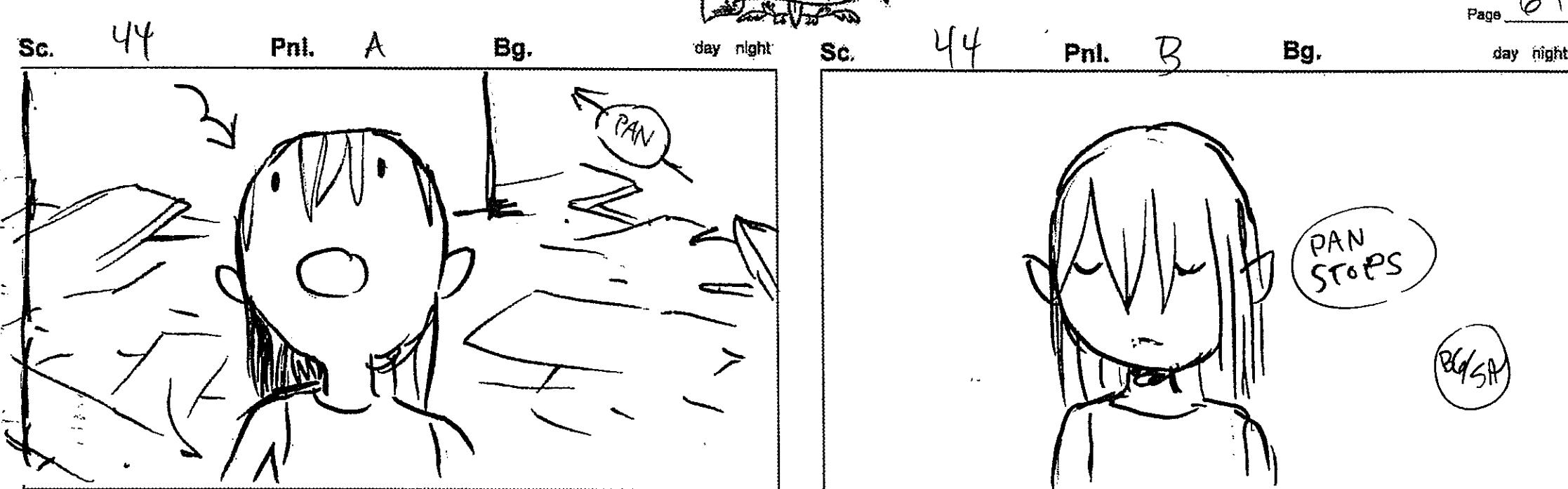
EPISODE #

Production :

ADVENTURE TIME



Page 61



ADVENTURE TIME



62

Page _____

Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:

A. (M) was it ree-al-i-tee?

Action: OVER LAP

Timing: 123

B. (K) was it ree-al-i-tee? 124

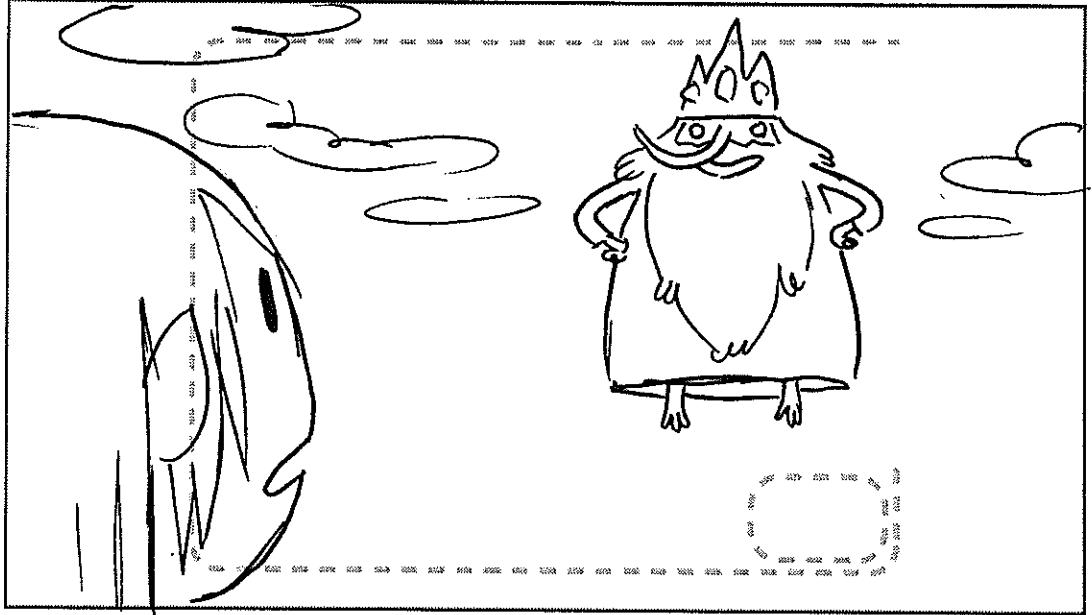
Production:

ADVENTURE TIME

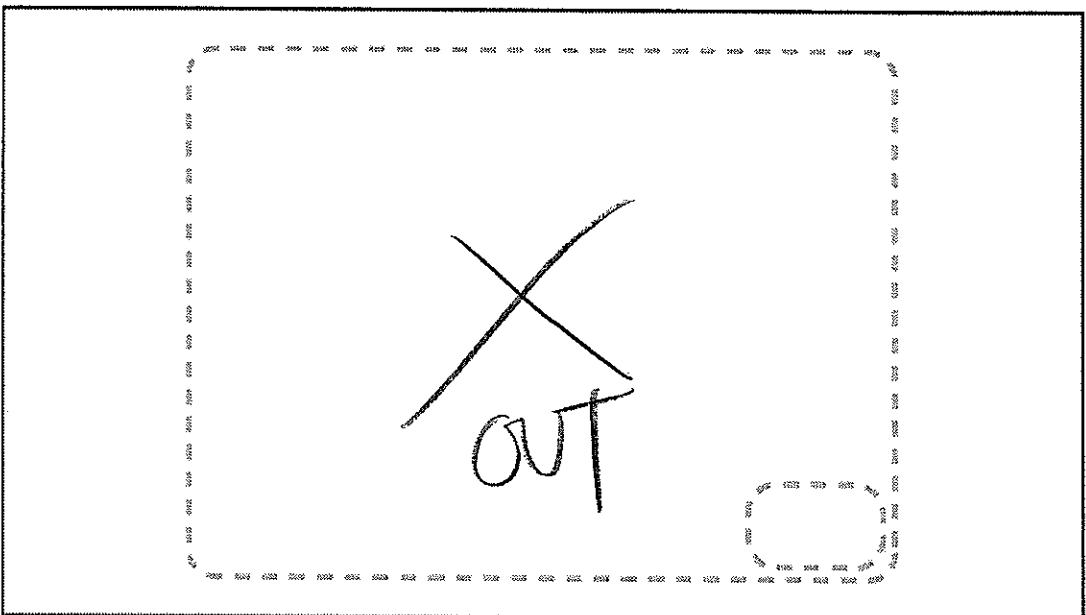


Page 63

Sc. 126 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	I K: (JOLLY:) You remembered my song! *chuckle*
Action:	- I K HOVERS IN AIR.
Timing:	125
	126

EPISODE # 1034-219

Production :

ADVENTURE TIME



64

Page

Sc.

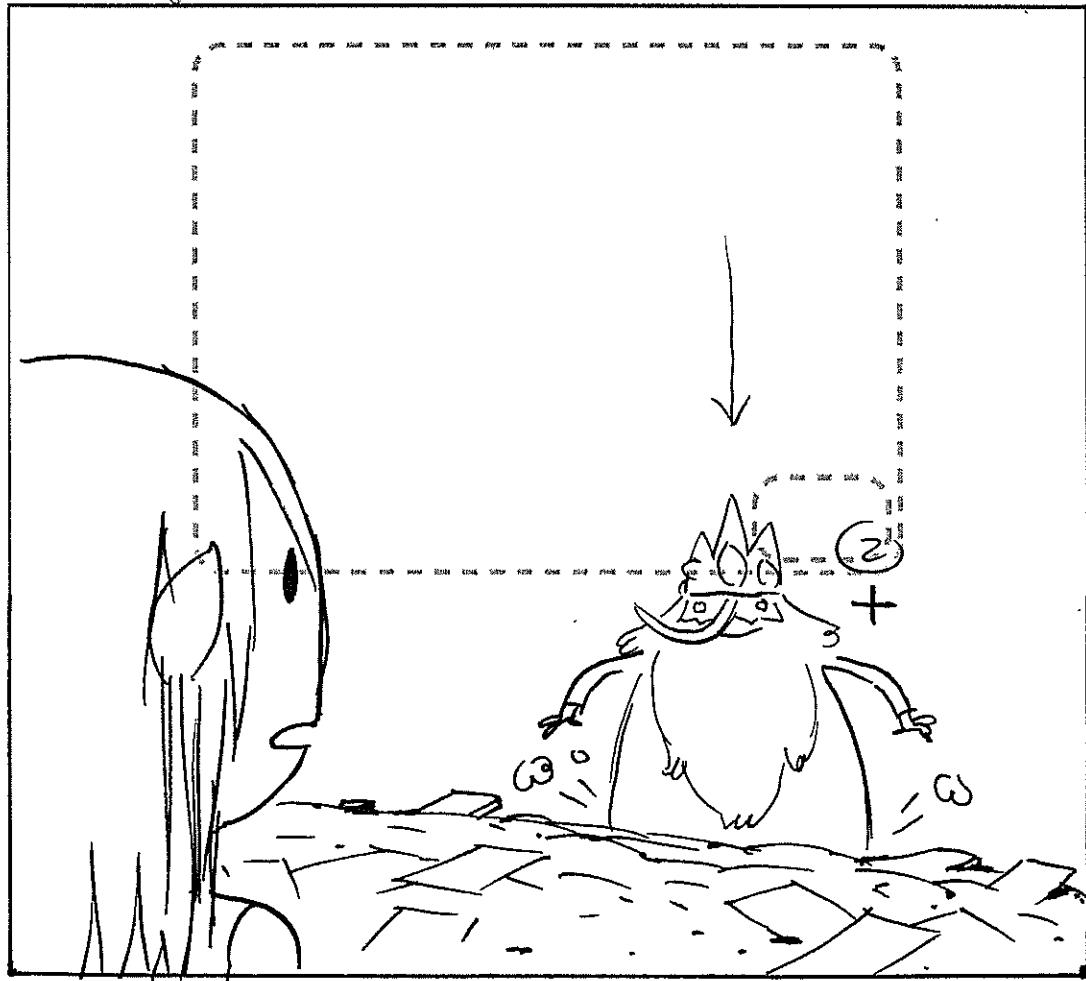
46

Pnl.

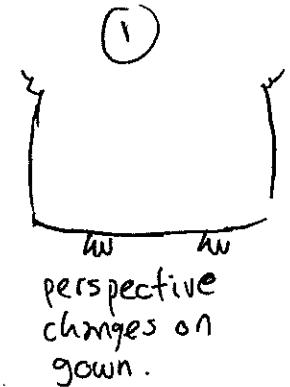
B

Bg.

day night:



127



Dialog:

MARCELINE:

Simon? Whu- What are you doing here?

Action:

- Iceking floats down and lands in debris, then walks forward.

Timing:

128

Production :

1034-219

ADVENTURE TIME



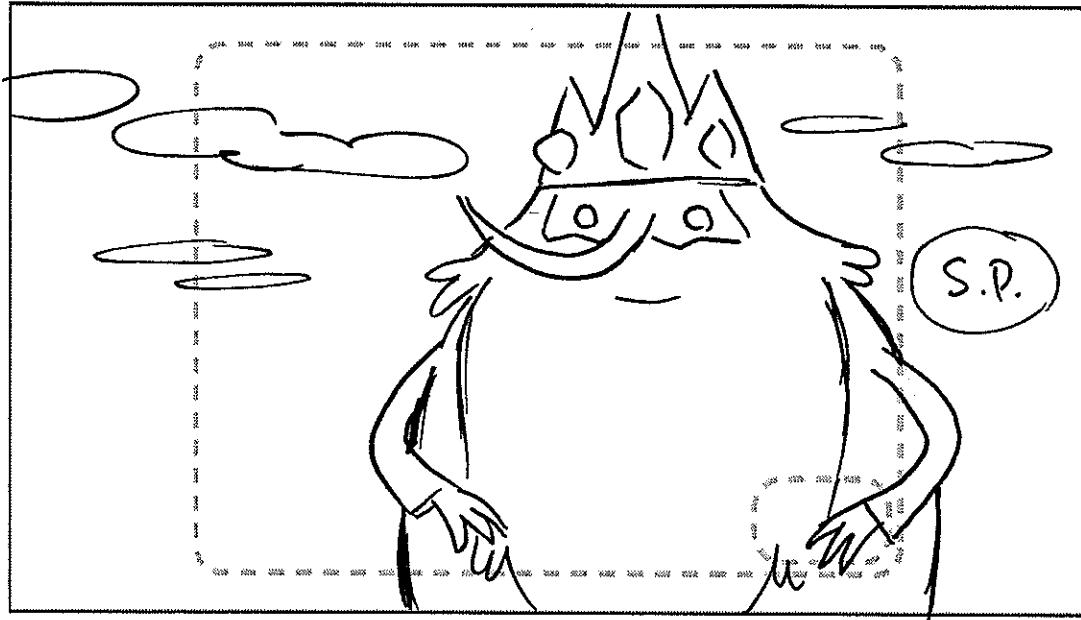
Sc.

47

Pnl. A

Bg.

day night



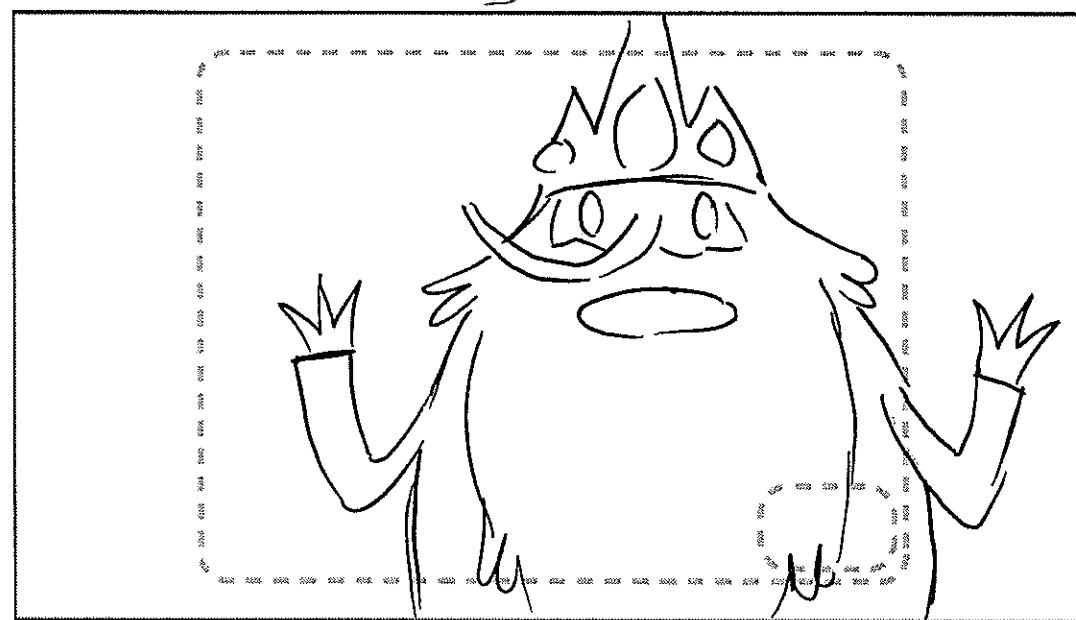
Sc.

47

Pnl. B

Bg.

day night



Page 65

1034-219

EPIISODE #

Dialog:

(IK) (like a big ol' gossip queen)
WELL,

Action:

Timing:

129

130

Production :

ADVENTURE TIME



Page 66

Sc.

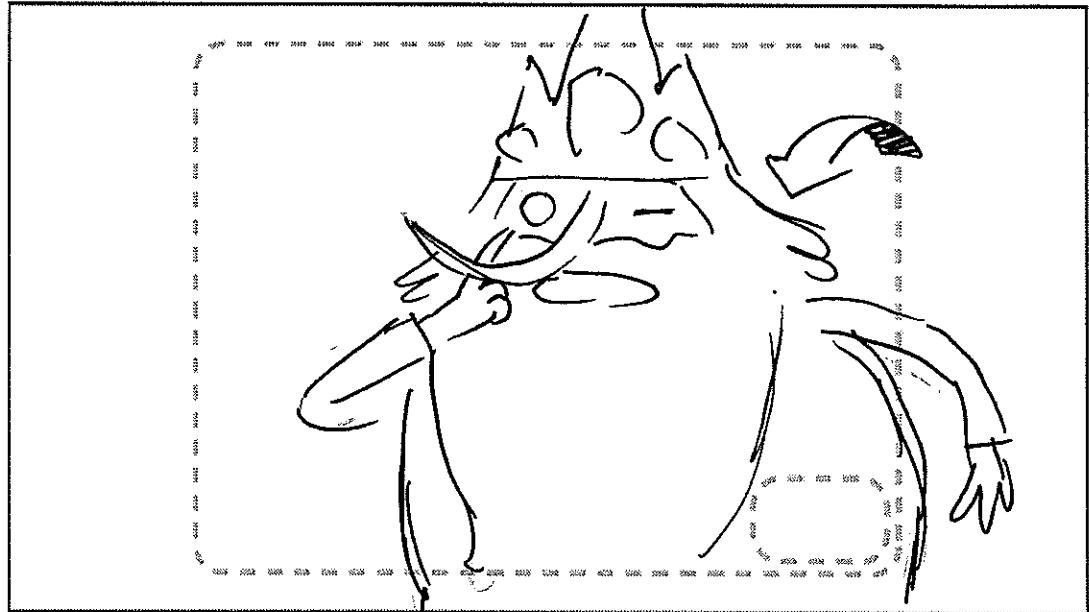
47

Pnl.

C

Bg.

day night



Sc.

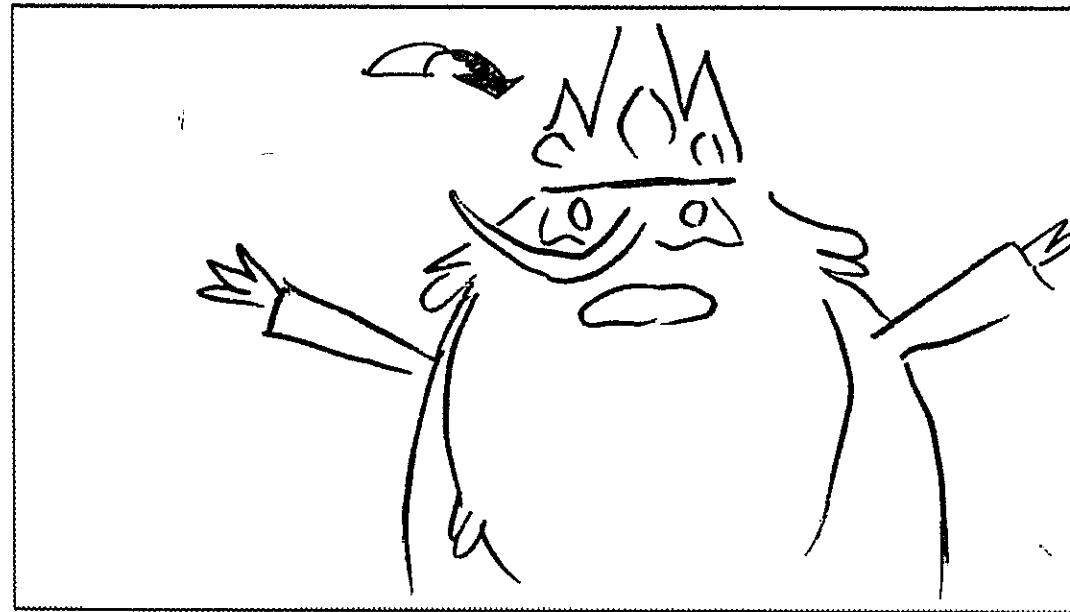
47

Pnl.

D

Bg.

day night



Dialog:

(IK) I saw through my peeping scope

that everything was going boom and exploding and monsters -

Action:

Timing:

131

132

EPISODE# 1034-219

Production :

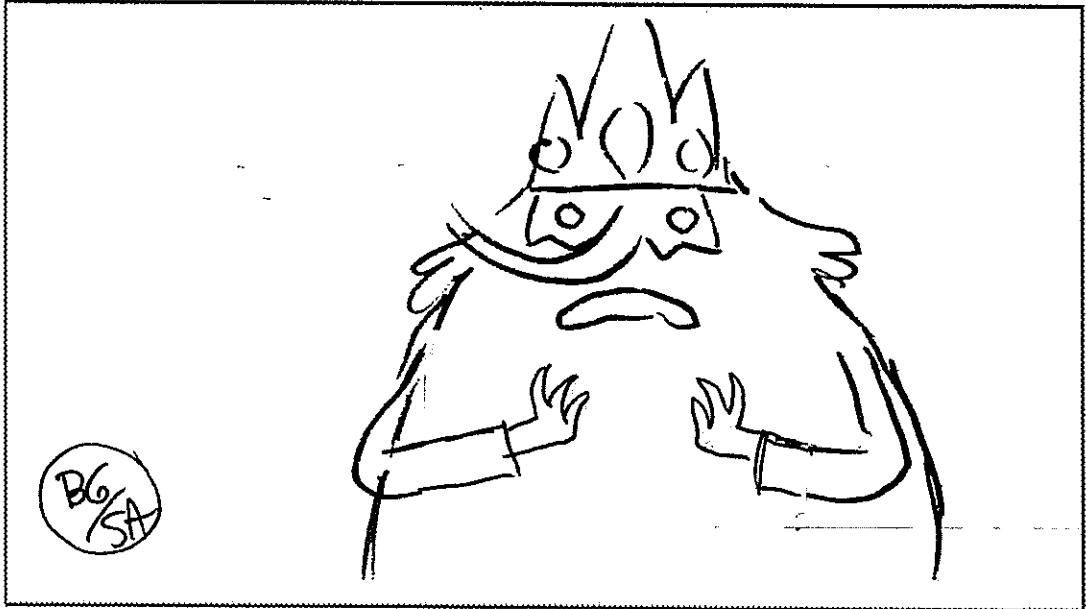
ADVENTURE TIME



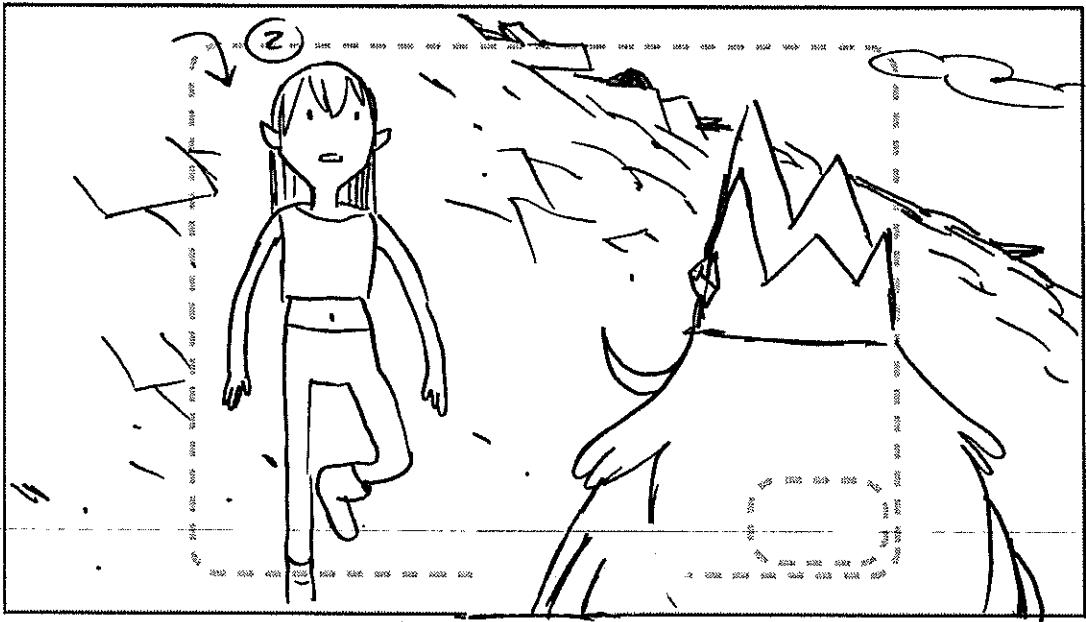
67

Page _____

Sc. 47 Pnl. E Bg. day night



Sc. 48 Pnl. A Bg. day night



1034-219

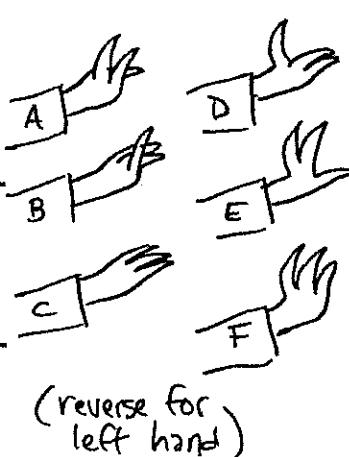
EPISODE #

Dialog: (IK:) → and all my friends were in GRAVE danger and HORRIBLE torment...

Action: ICE KING moves his fingers nervously
(very fast cycle) FABCDEFABCDEF etc.

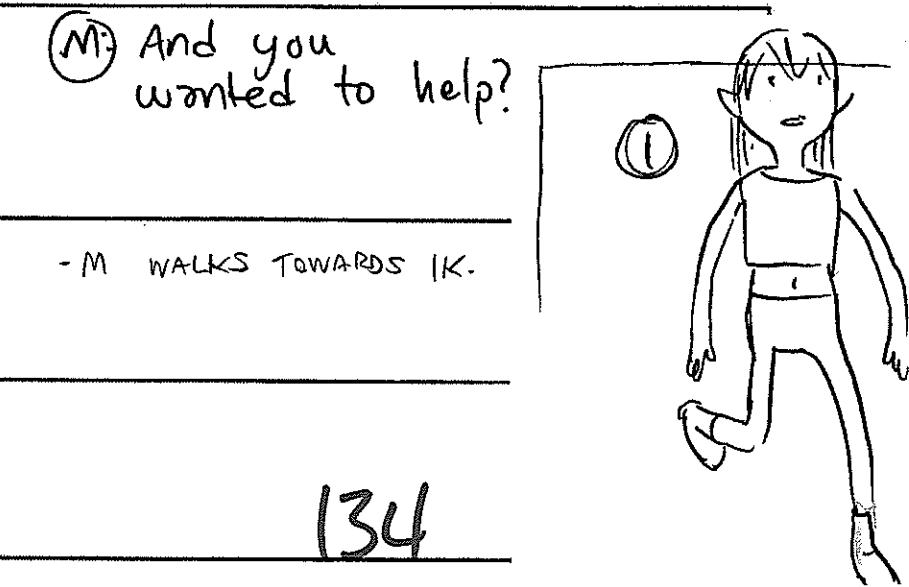
Timing:

133



(reverse for left hand)

- M WALKS TOWARDS IK.

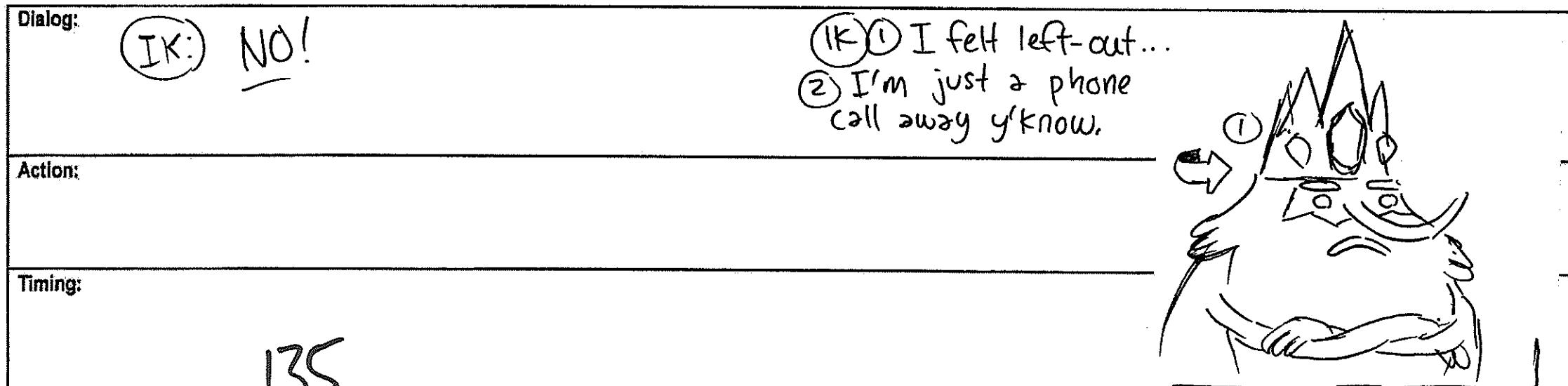
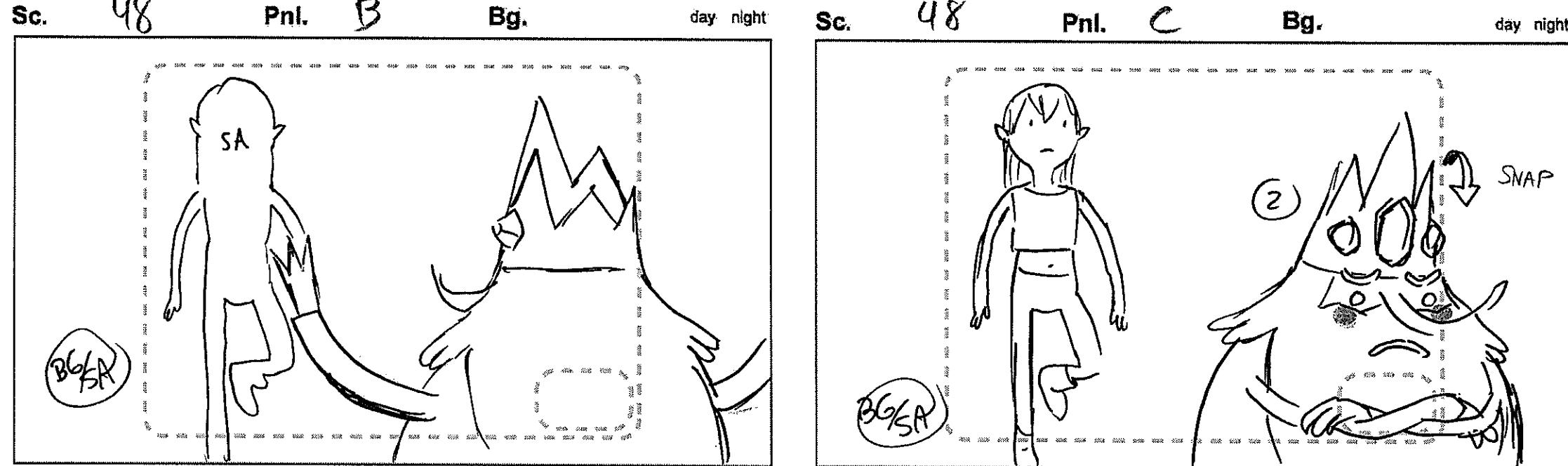


134

ADVENTURE TIME



Page 68



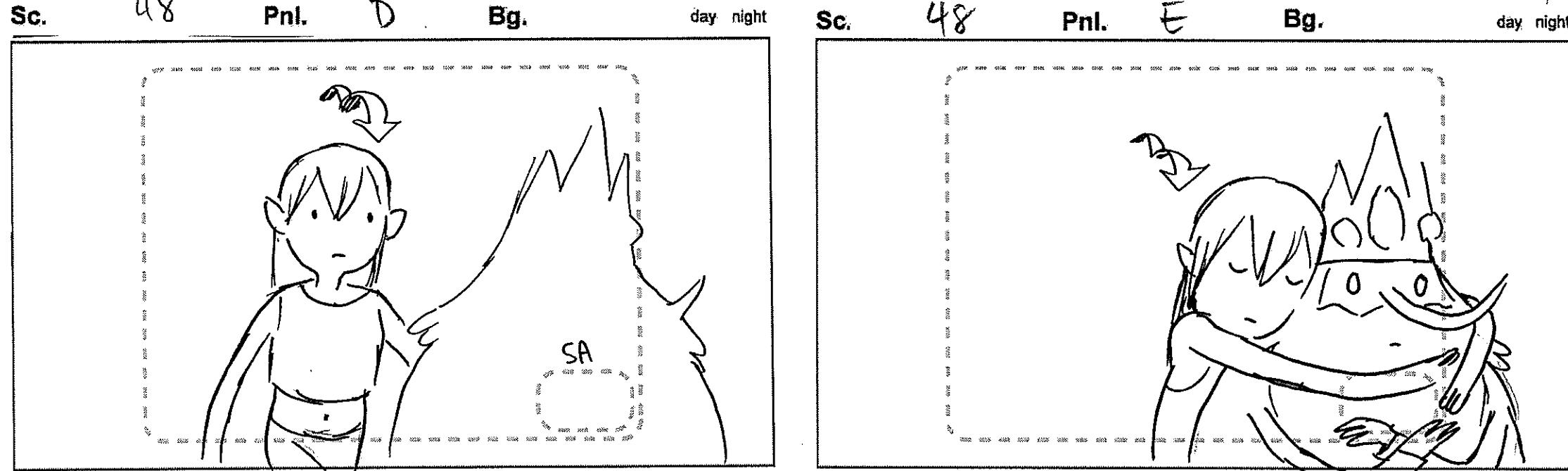
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 69



Dialog:

(M: *affectionate hum*)

Action:

- Marceline hugs Ice King .

Timing:

137

138

EPISODE # 1034-219

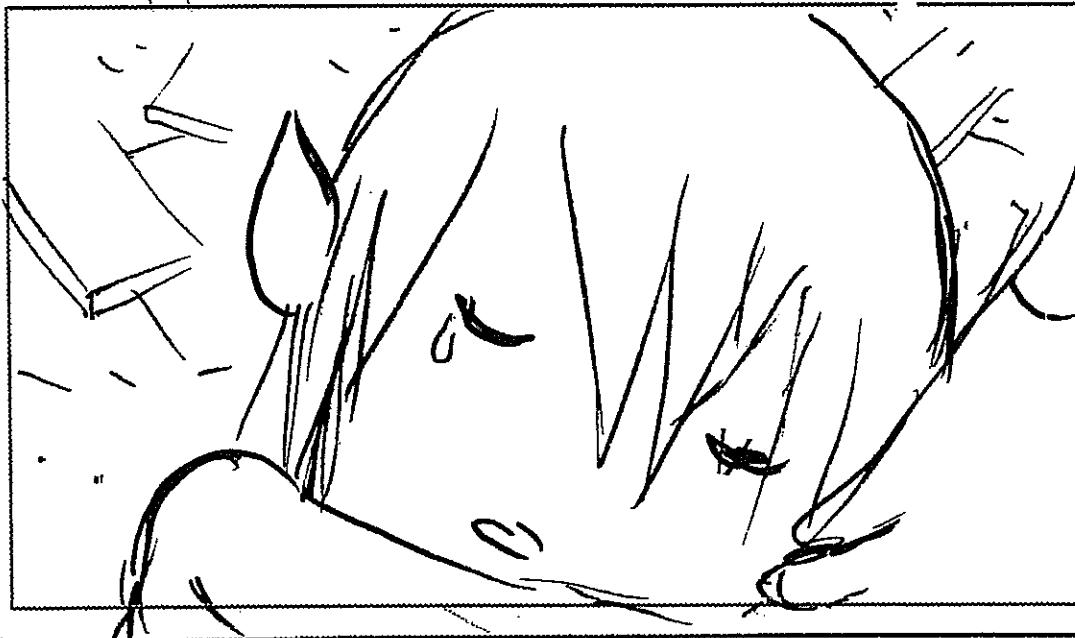
Production :

ADVENTURE TIME



Page 70

Sc. 49 Pnl. A Bg. day night Sc. 49 Pnl. B Bg. day night



Dialog:	<p>(M:) I'm sorry Simon ...</p>	<p>(M:) Next time for sure...</p>
Action:	_____	_____
Timing:	139	140

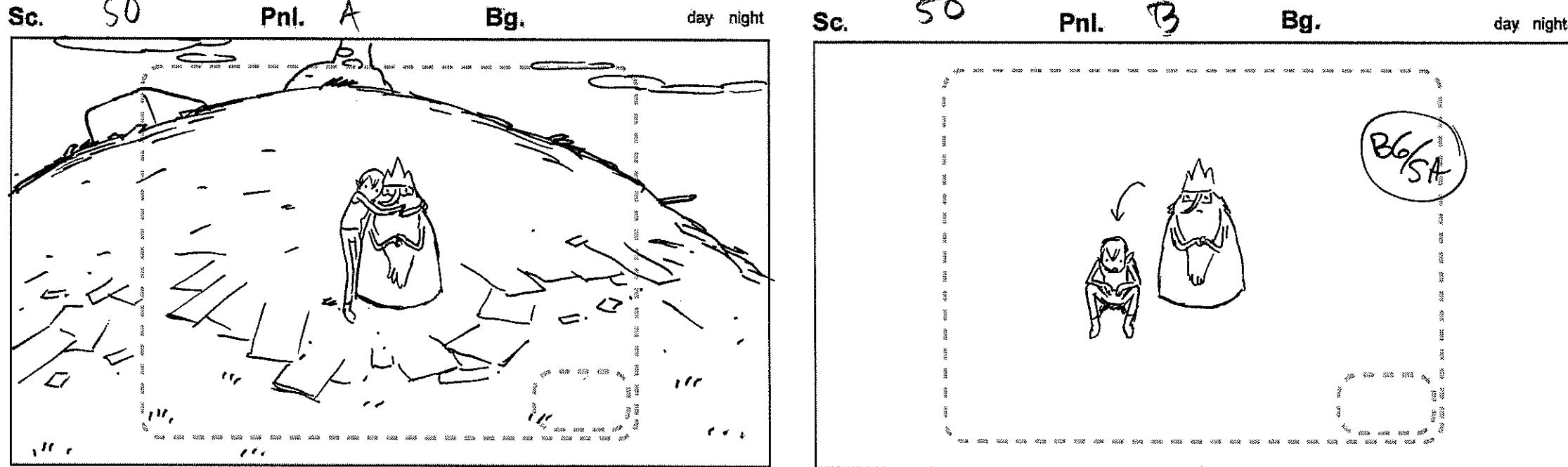
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 71



Dialog:

- (1) M *slow inhale, slow exhale*
- (2) - BEAT -

(M:) Anyway you don't want in on
this fight. This one's a loser.

Action:

- Marceline sits, defeatedly

Timing:

141

142

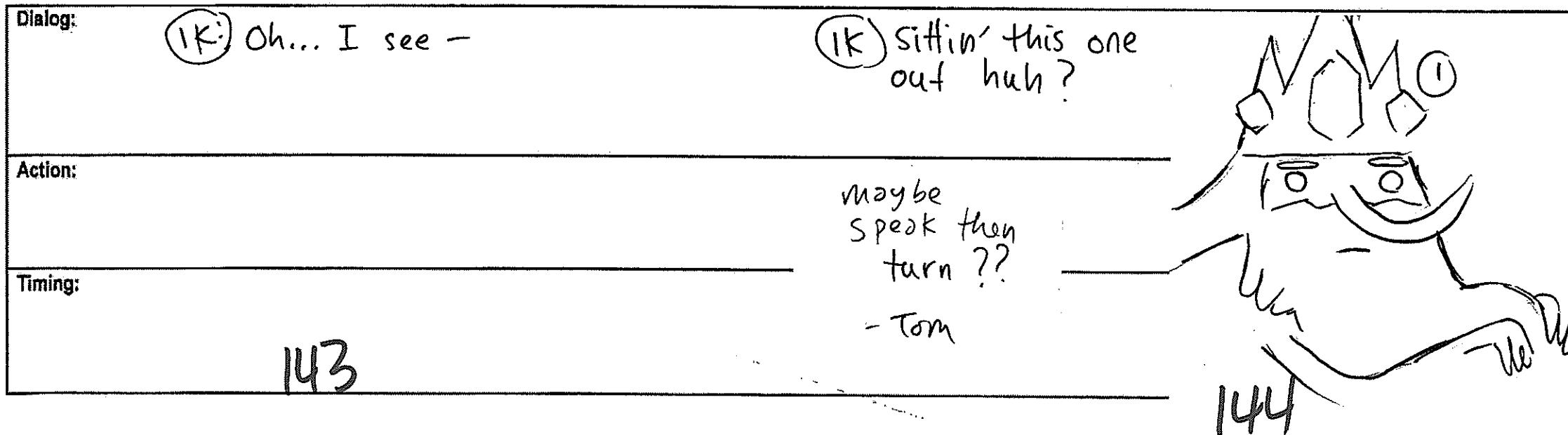
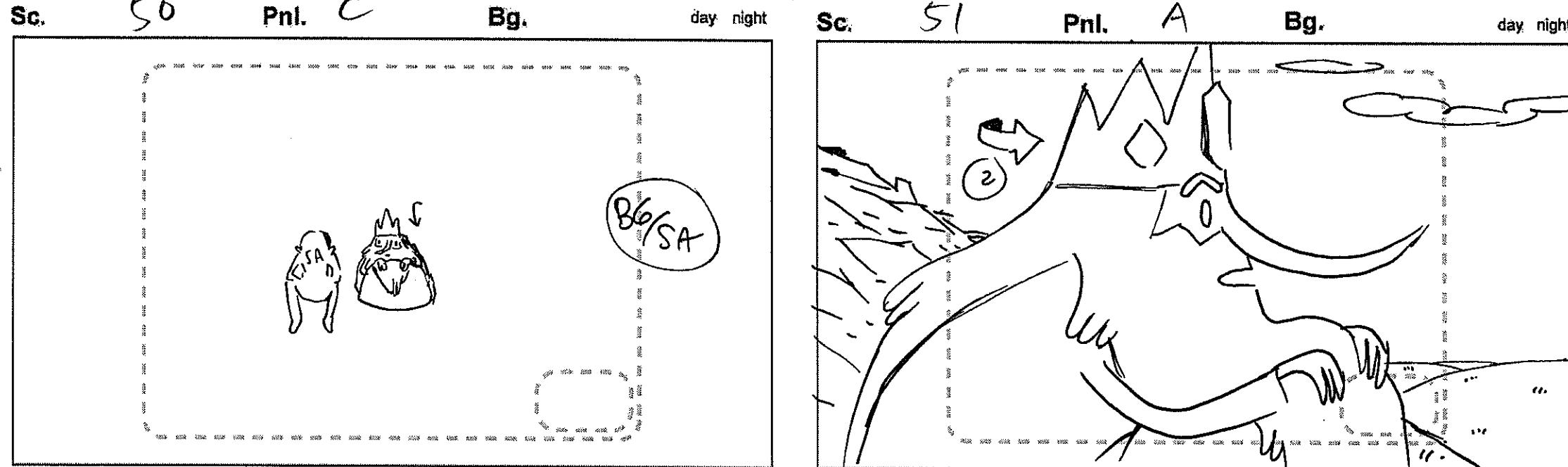
EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 72



EPISODE # 1034-219

ADVENTURE TIME



73

Page _____

day night

Sc. 52

Pnl.

A

Bg.

day night



Sc. 52

Pnl.

B

Bg.



Dialog:

(M) Yeah I
guess -

Action:

Timing:

145

(M) And don't
try to talk
me out of it.

146

1034-219

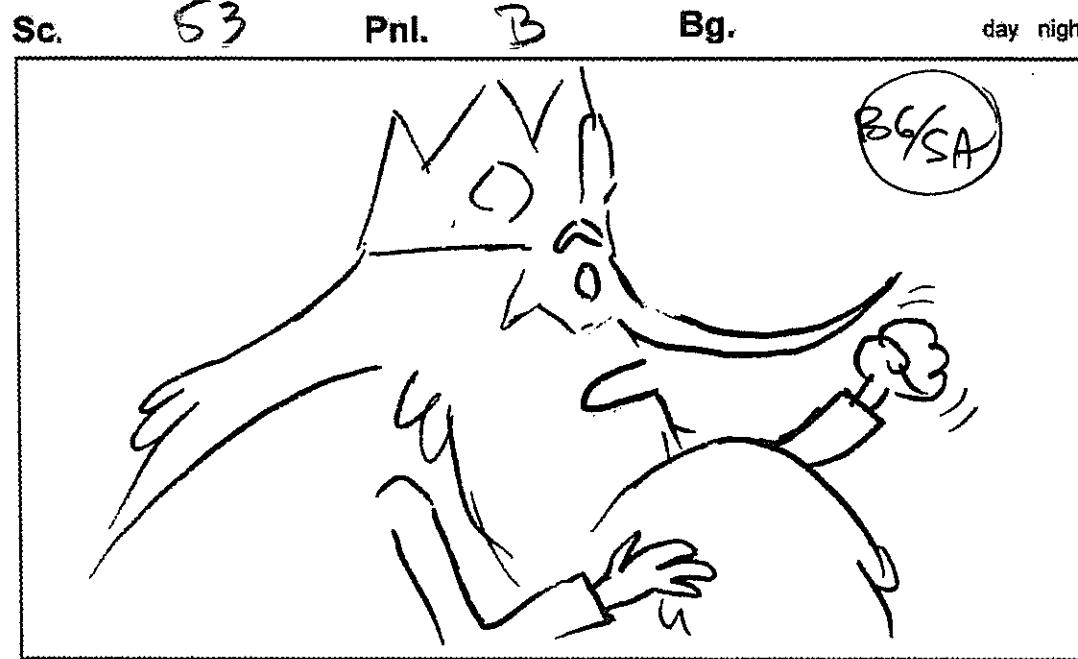
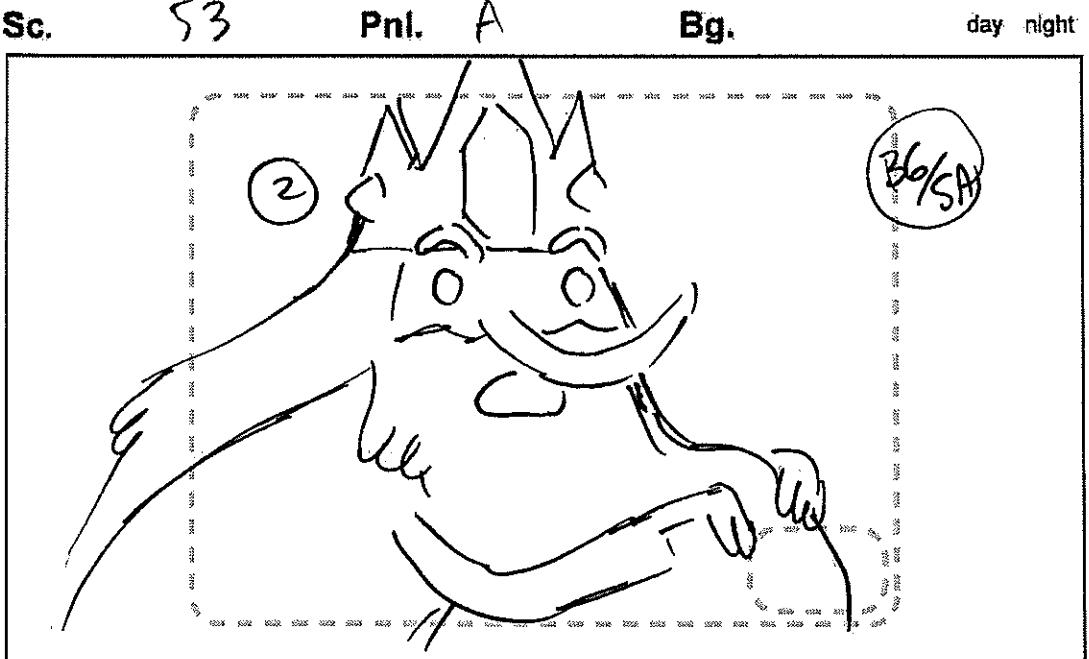
EPISODE #

Production :

ADVENTURE TIME



Page 74

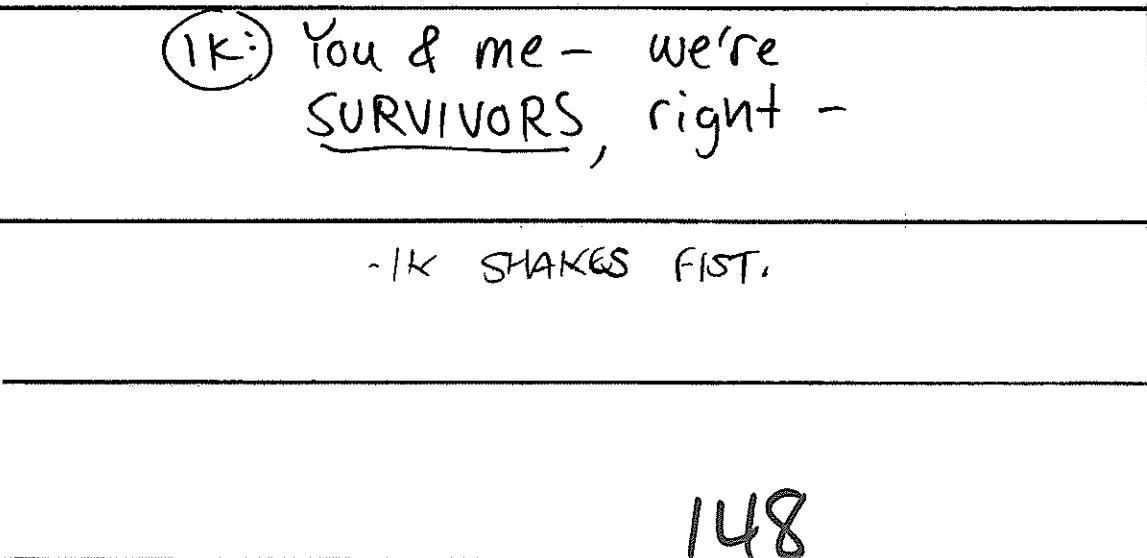


Dialog: (1K) (2) What - no no no - (3) I'm right there with ya -



(1K:) You & me - we're SURVIVORS, right -

-1K SHAKES FIST.



EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 75

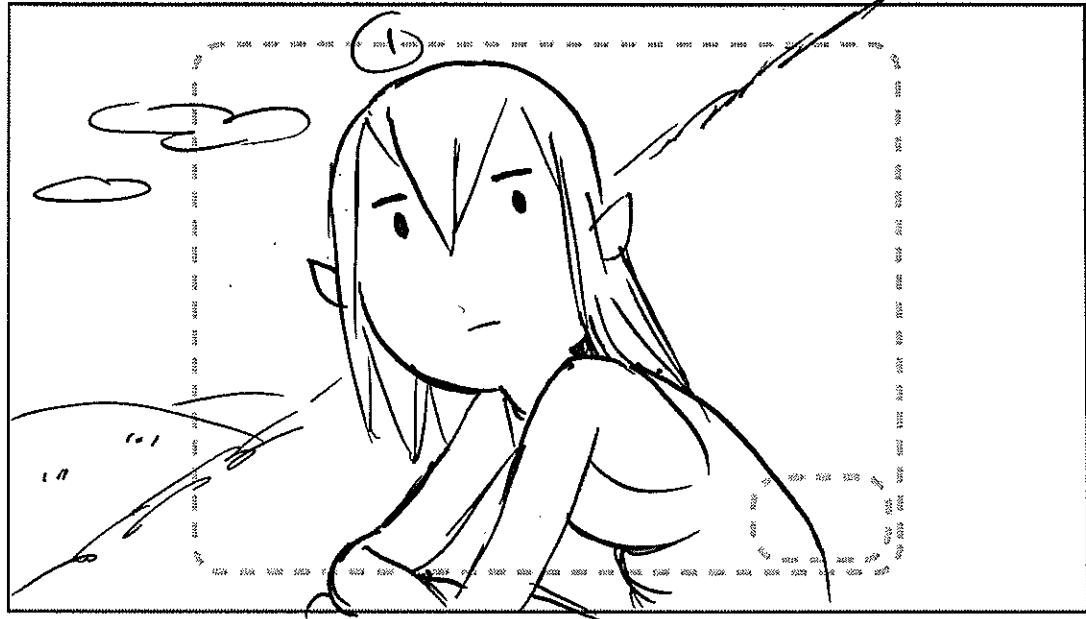
Sc.

54

Pnl. A

Bg.

day night



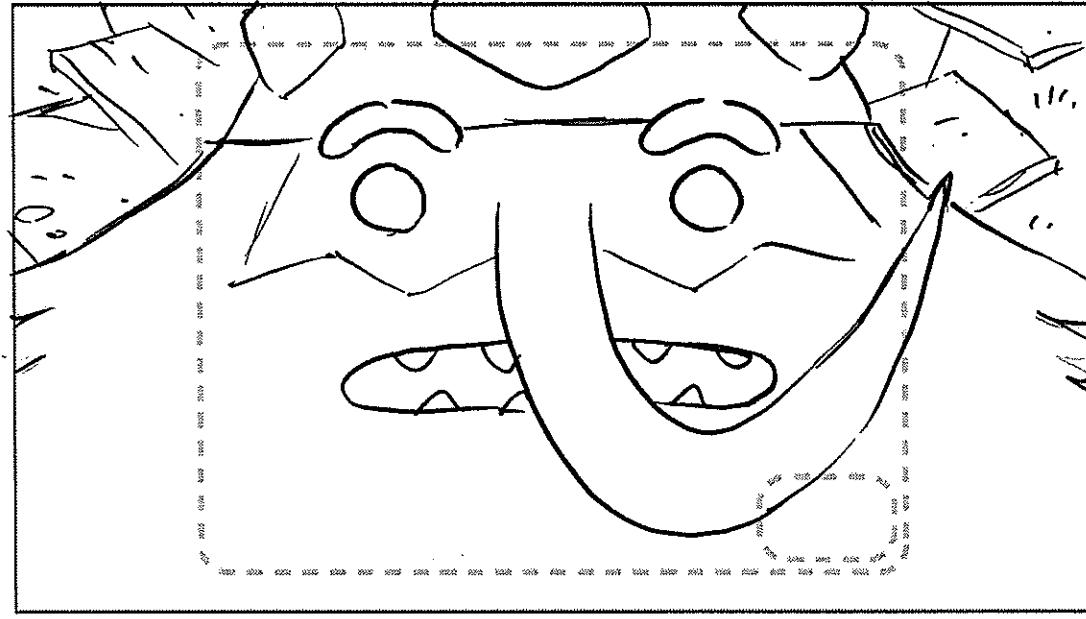
Sc.

55

Pnl.

A Bg.

day night

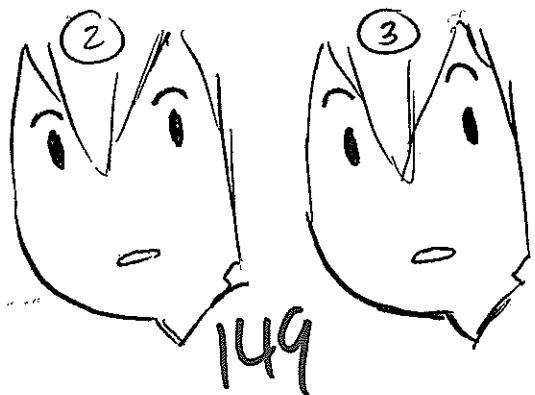


Dialog:

(IK) like... cockroaches,
or rats -

(IK) Sure you could fight & try
to save the day -

Action:



Timing:

(S)

EPISODE #

Production :

ADVENTURE TIME



Page 76

Sc. 55

Pnl. B

Bg.

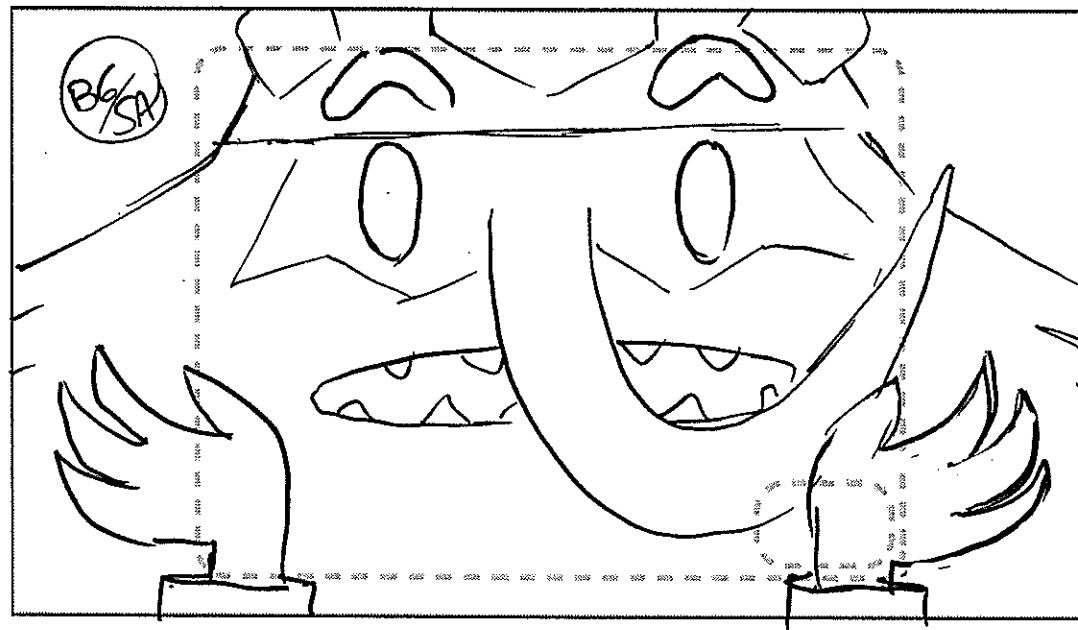
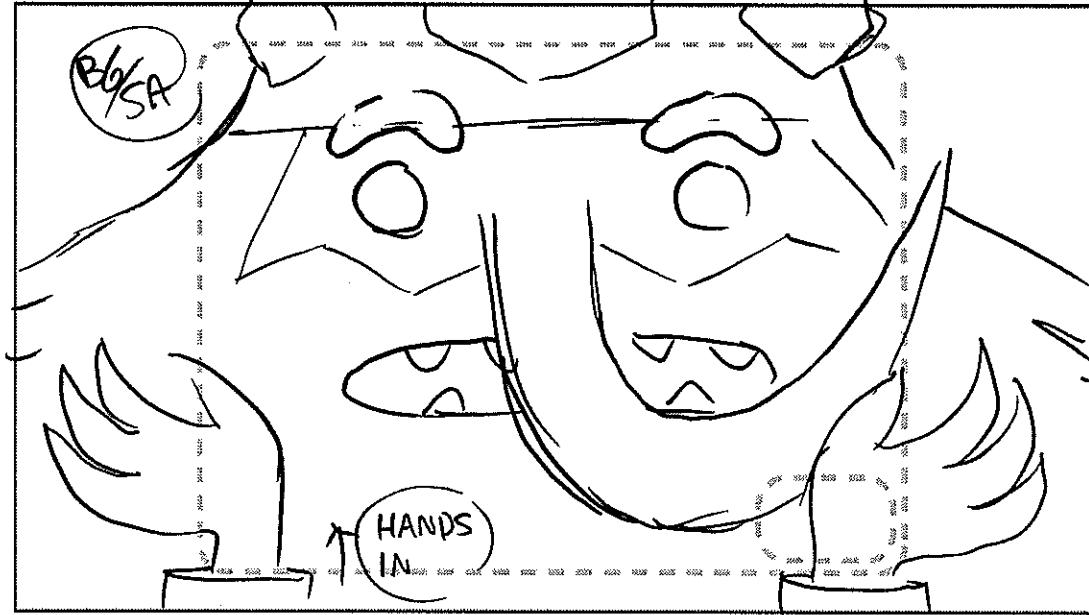
day night

Sc. 55

Pnl. C

Bg.

day night



Dialog:

(IK) But what if you lose!? —
Then what!?

(IK) You could die.

Action:

Timing:

151

152

EPISODE # 1234-219

Production :

ADVENTURE TIME



Page 77

Sc.

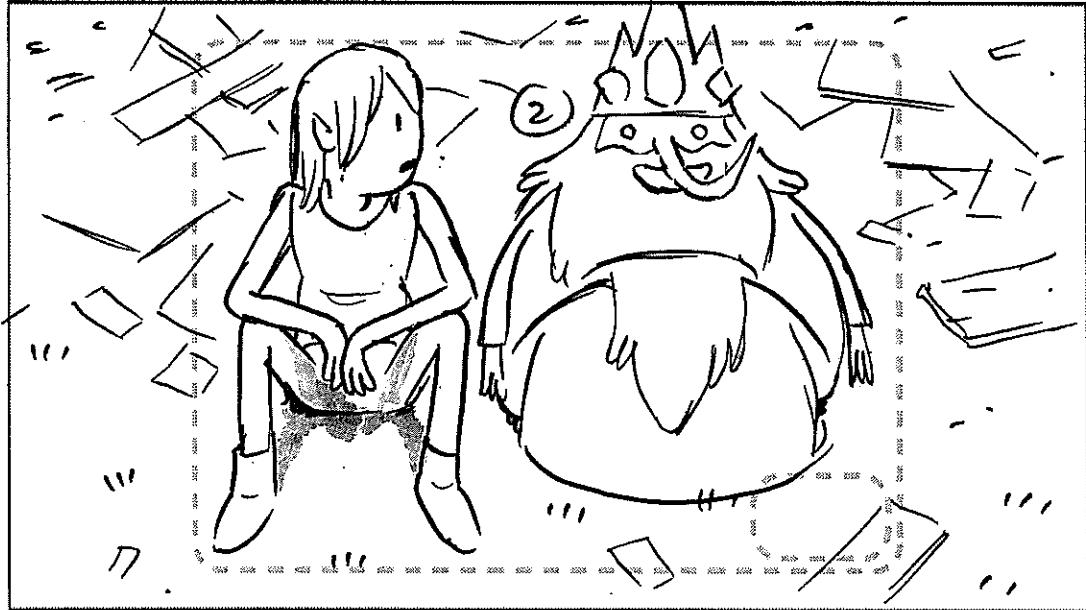
56

Pnl.

A

Bg.

day night

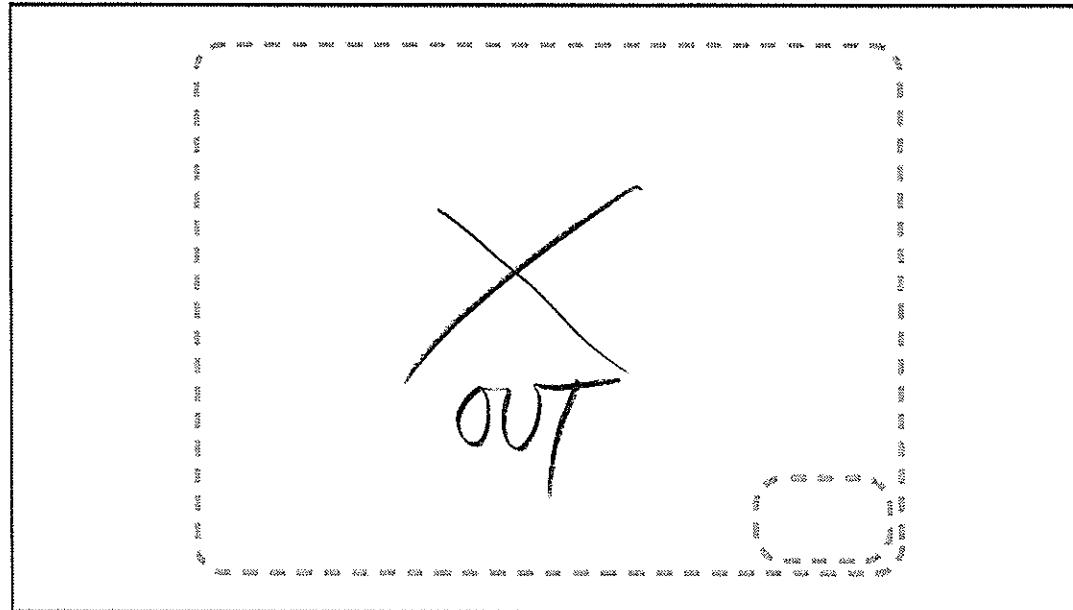


Sc.

Pnl.

Bg.

day night



Dialog:

(1K) Better to run
& hide like a
rat, —



Action:

Timing:

153

Production :

1034-219

EPILOGUE

ADVENTURE TIME

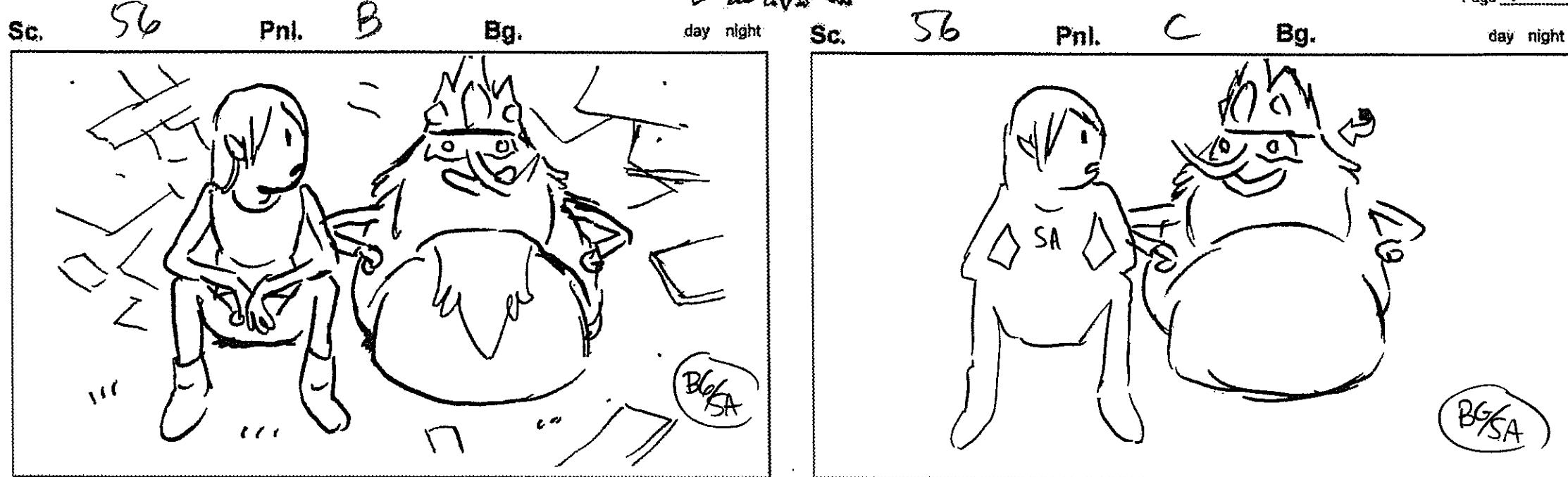


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1034-219

EPISODE #

Production :



Dialog:

(IK) → Let the Finns
& Bubblegums of
the world sort it
out -*hahahaha*

Action:

Timing:

155

(IK) Right Buddy!?

156

ADVENTURE TIME



Page 79

Sc.

56

Pnl. D

Bg.

day night

Sc.

56

Pnl. E

Bg.

day night



Dialog:

IK Ahhhh...

Action: - Ice King
hugs Marceline



Timing:

157

M ugh -

- Marceline, repulsed, pushes Ice King
away.

158

ADVENTURE TIME



Page 80

Sc. 57

Pnl. A

Bg.

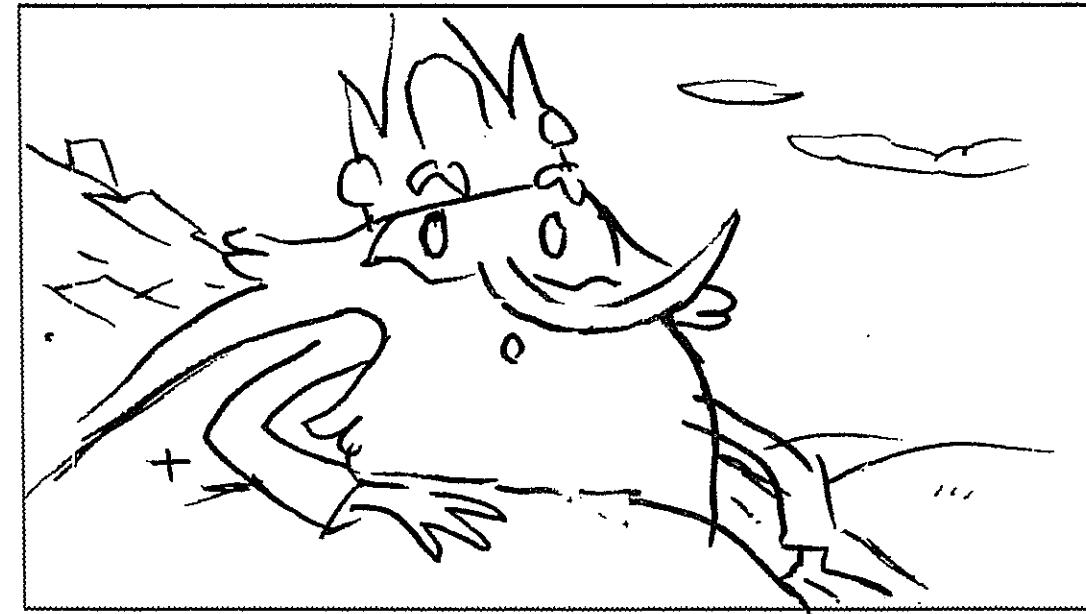
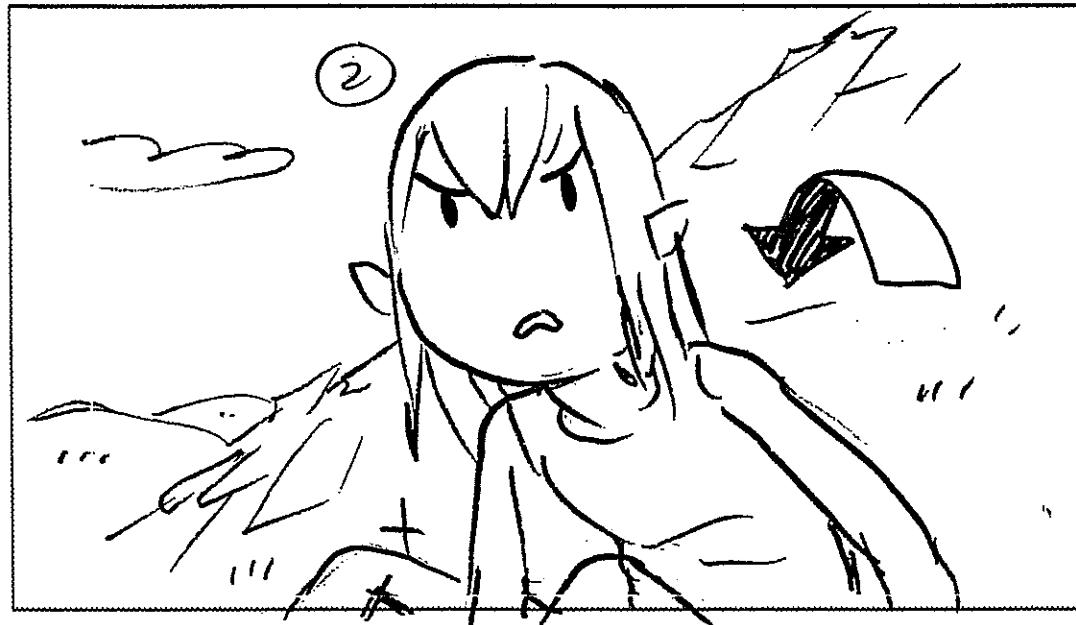
day night

Sc. 58

Pnl. A

Bg.

day night



Dialog:

(M) Did...you just
call me a
cockroach,
Simon?

Action:

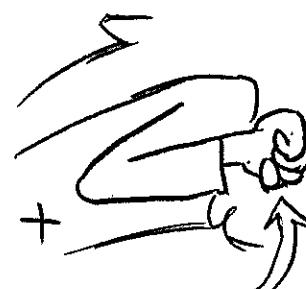


Timing:

159

+

(IK) wh-⁽²⁾-
nononono...
no.



160

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 81

Sc. 59

Pnl. A

Bg.

day night

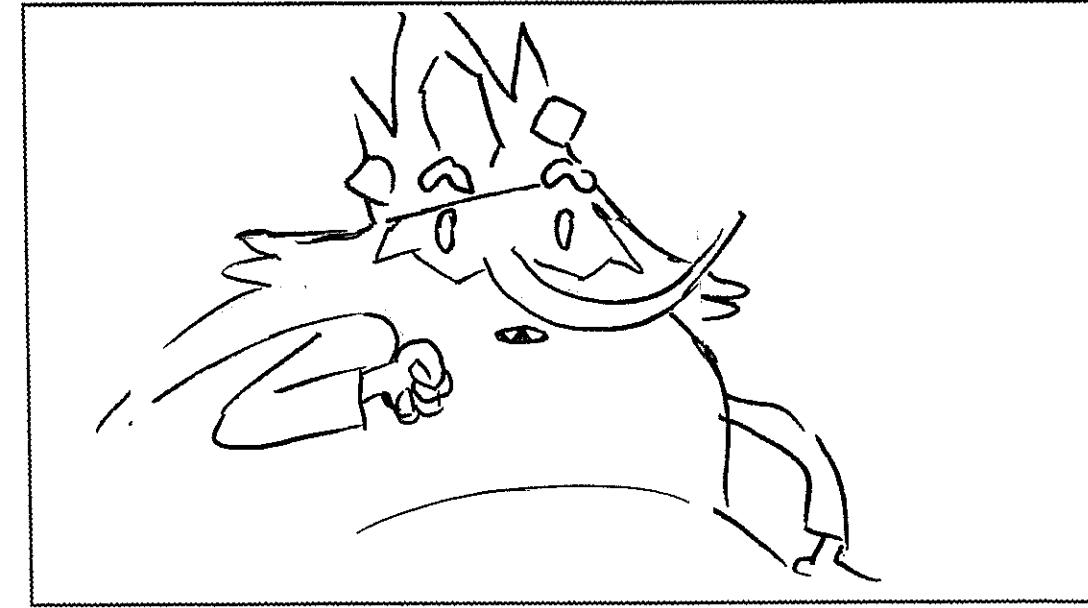


Sc. 60

Pnl. A

Bg.

day night



Dialog:

(M) thanks
Buddy

(IK) yes.

Action:

Timing:

161



162

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 82

Sc.

Pnl.

Bg.

day night

Sc.

Pnl.

Bg.

day night

FADE TO
BLACK?
or
WIPE?
...
Something

X OUT

Dialog:

Action:

Timing:

163

164

Production :

EPISODE # 1034-219

ADVENTURE TIME



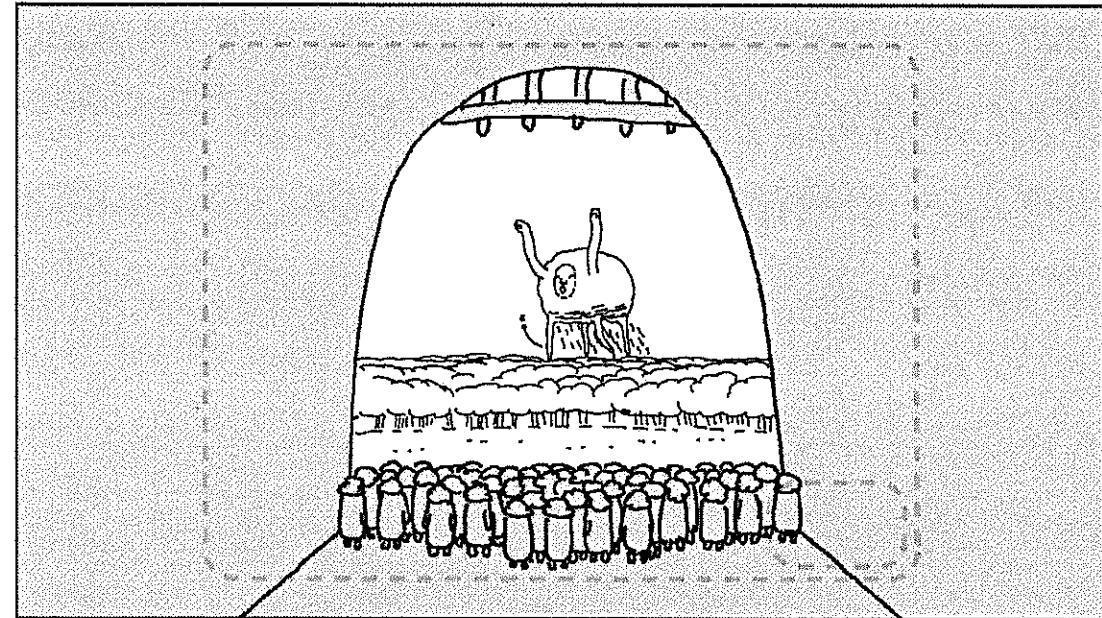
Page 83

Sc. 61

Pnl. A

Bg.

day night

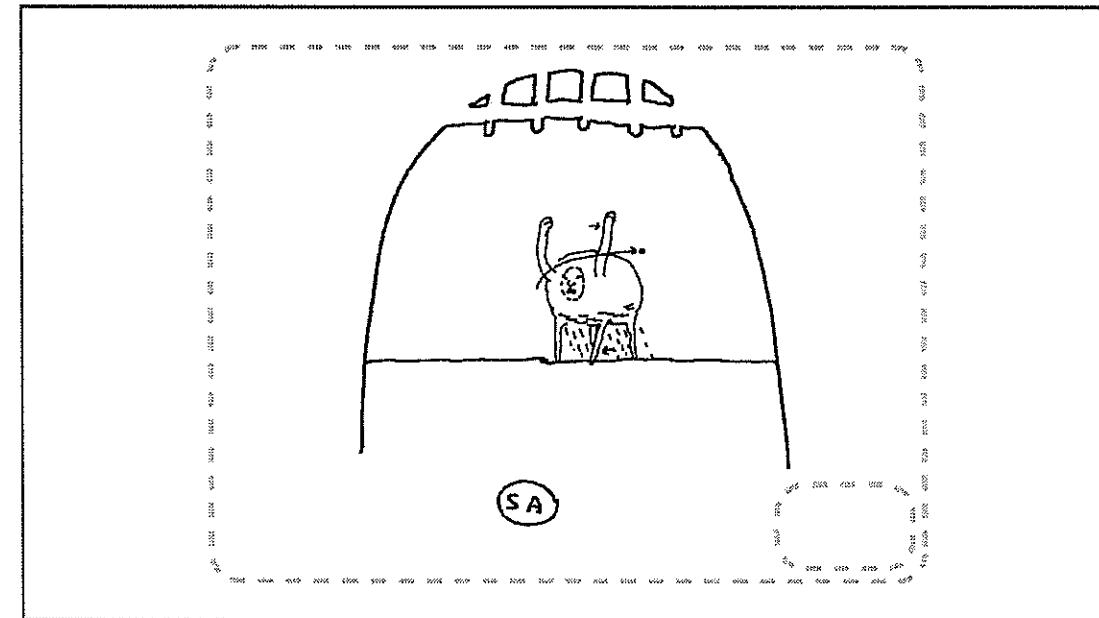


Sc. 61

Pnl. B

Bg.

day night



Dialog:

(SFX) (BATTLE NOISES IN THE DISTANCE)

Action:

- B. GUARDS CLUSTERED IN GATEWAY,

Timing:

165

166

EPISODE # 1034-219

Production :

ADVENTURE TIME



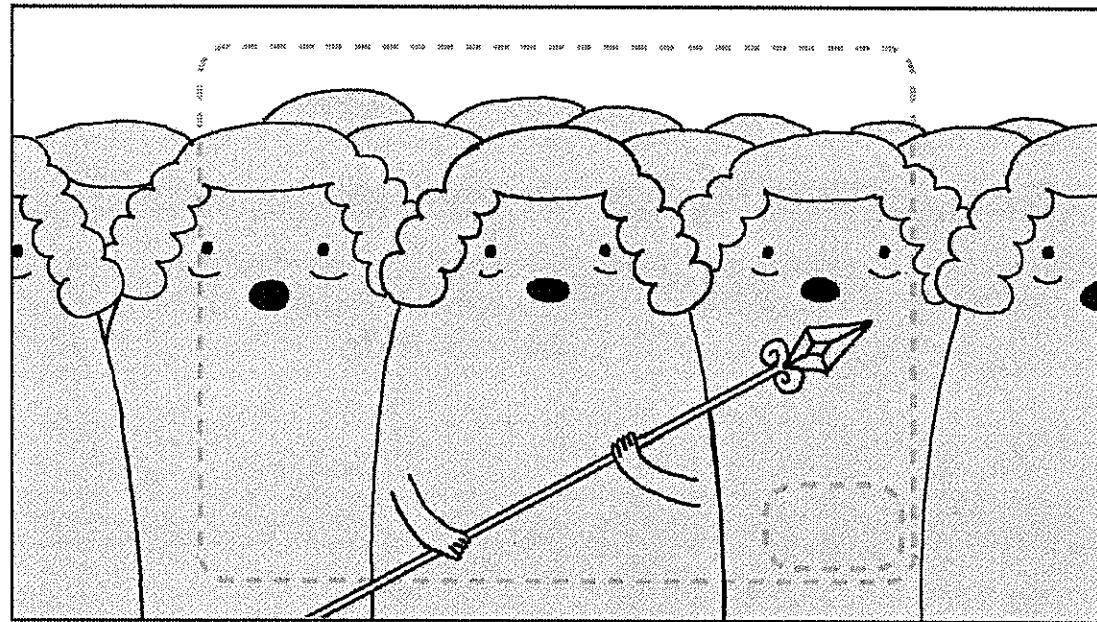
Page 84

Sc. 62

Pnl. A

Bg.

day night

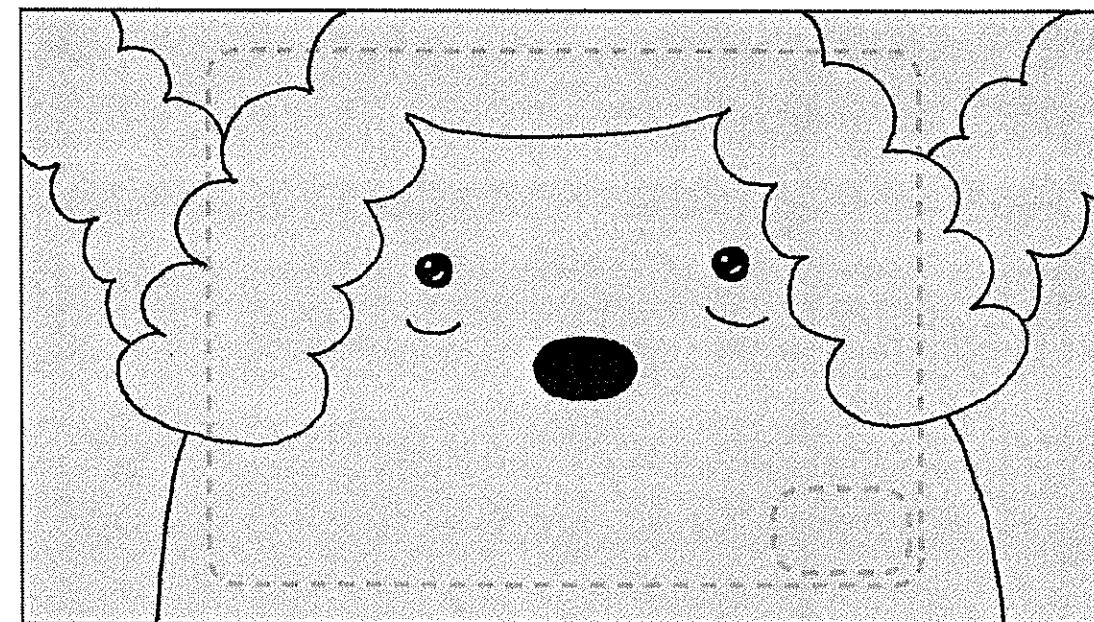


Sc. 63

Pnl. A

Bg.

day night



Dialog:

Action:

A

Timing:

167

168

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 85

Sc. 63

Pnl. C

Bg.

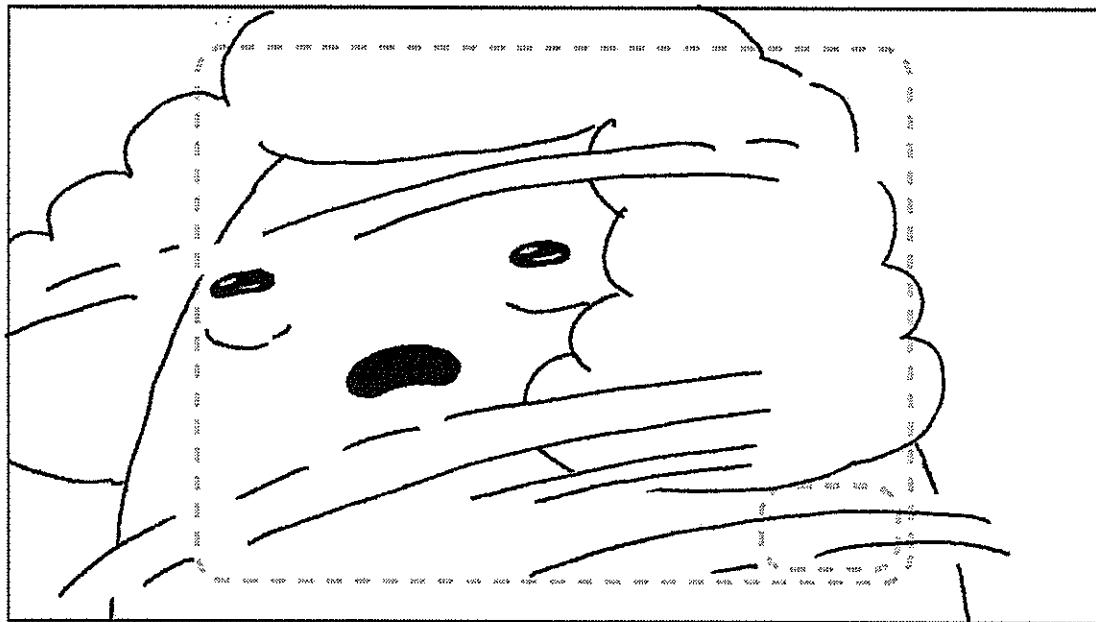
day night

Sc. 63

Pnl. D

Bg.

day night



Dialog:

(B) WBL W&WBBWWLB!

Action:

B

(B C B C B C B C B C B C A)

C

Timing:

169

170

EPISODE # 1034-219

Production :

ADVENTURE TIME



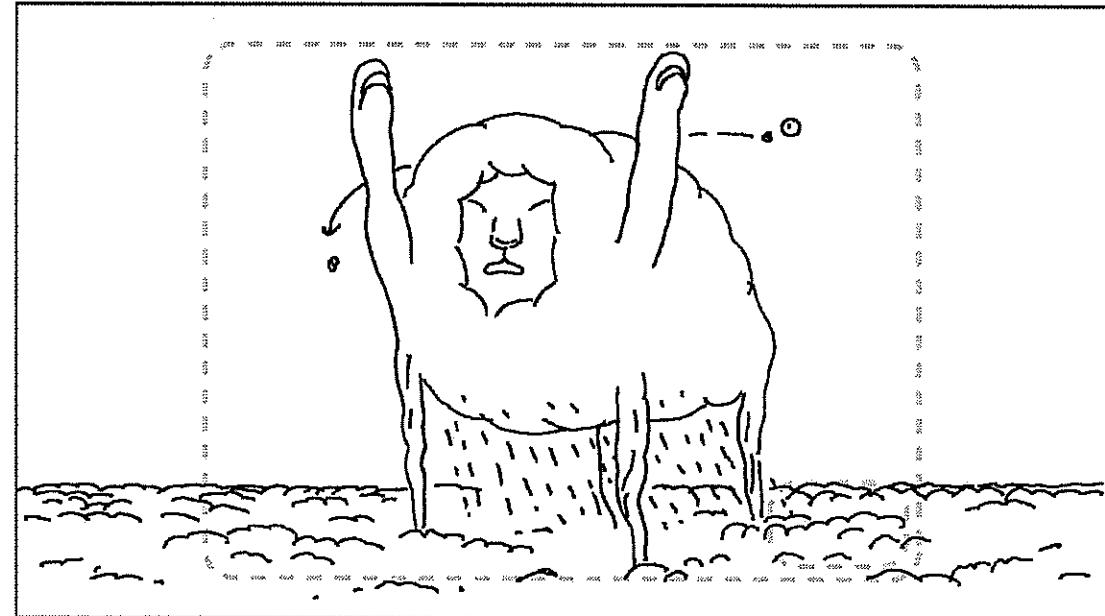
Page 86

Sc. 64

Pnl. A

Bg.

day night

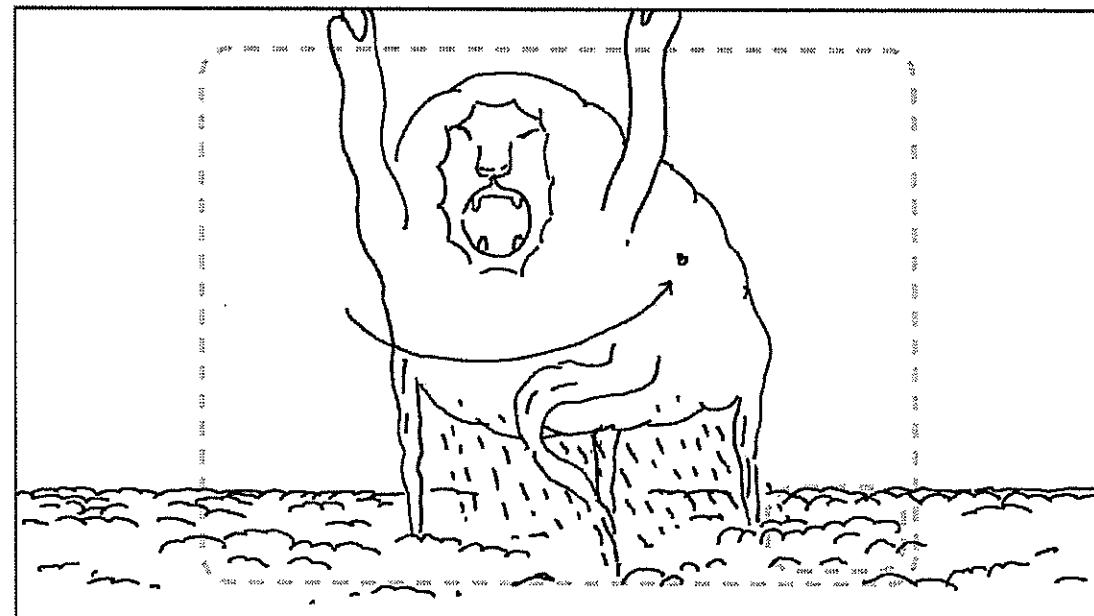


Sc. 64

Pnl. B

Bg.

day night



Dialog:

VE // / ROARS //

Action:

- PB FLYING & FIGHTING

Timing:

171

172

Production :

EPISODE # 1034-219

ADVENTURE TIME



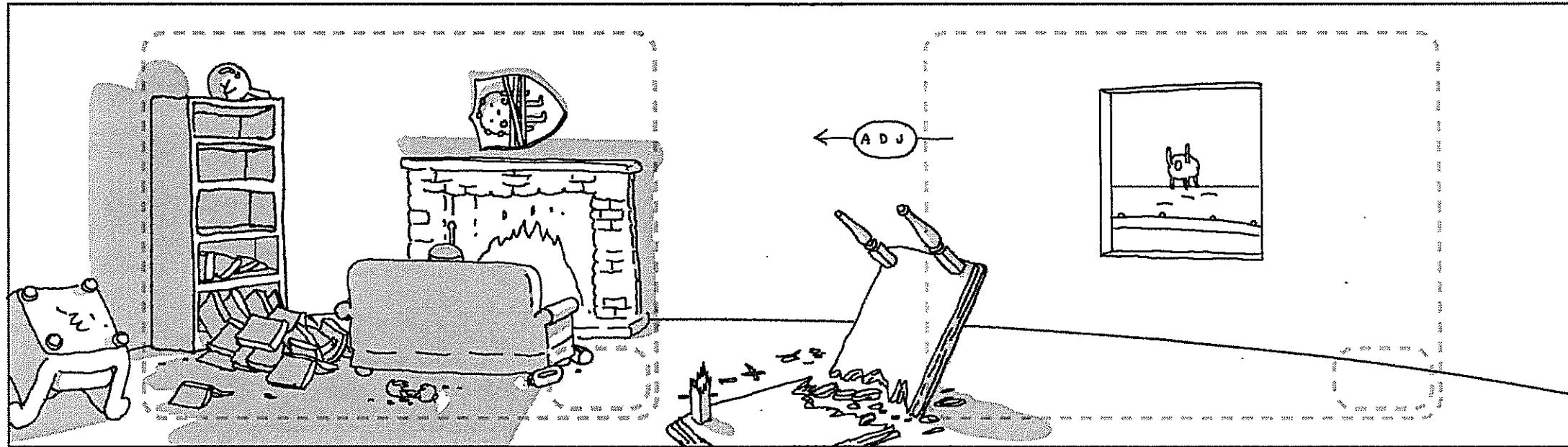
day night

Page 82

Sc. 65

Pnl. A

Bg.



Dialog:

STOP

Action:

- VIEW THROUGH TOWER WINDOW

- PAN TO KOO, ROOM IS WRECKED.

Timing:

173

174

1034-219

EPISODE #

START

Production :

ADVENTURE TIME



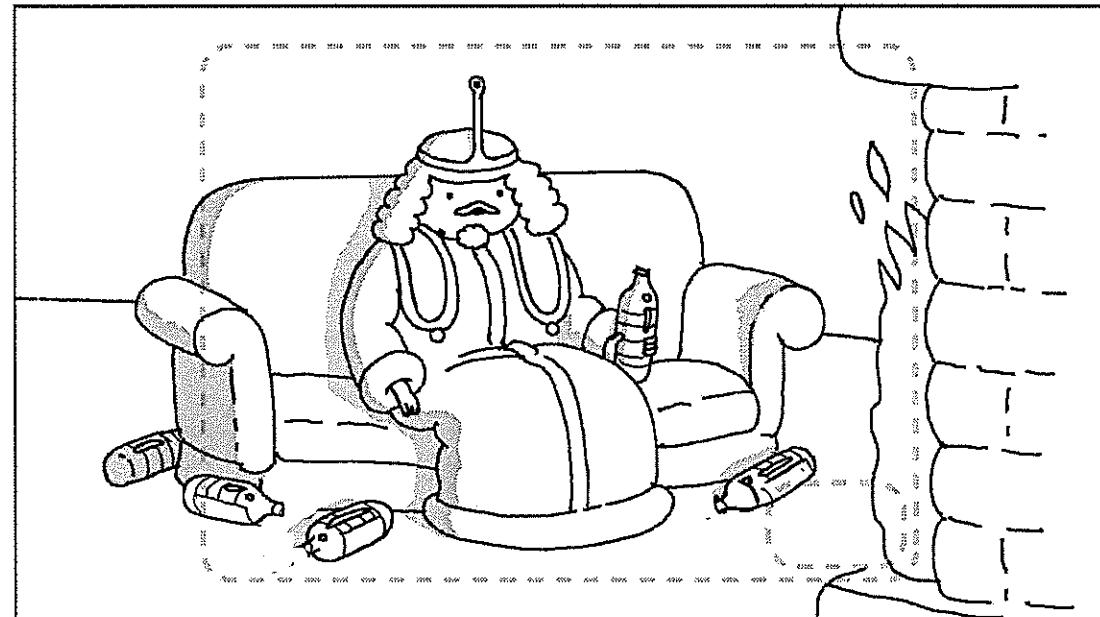
Page 88

Sc. 66

Pnl. A

Bg.

day night

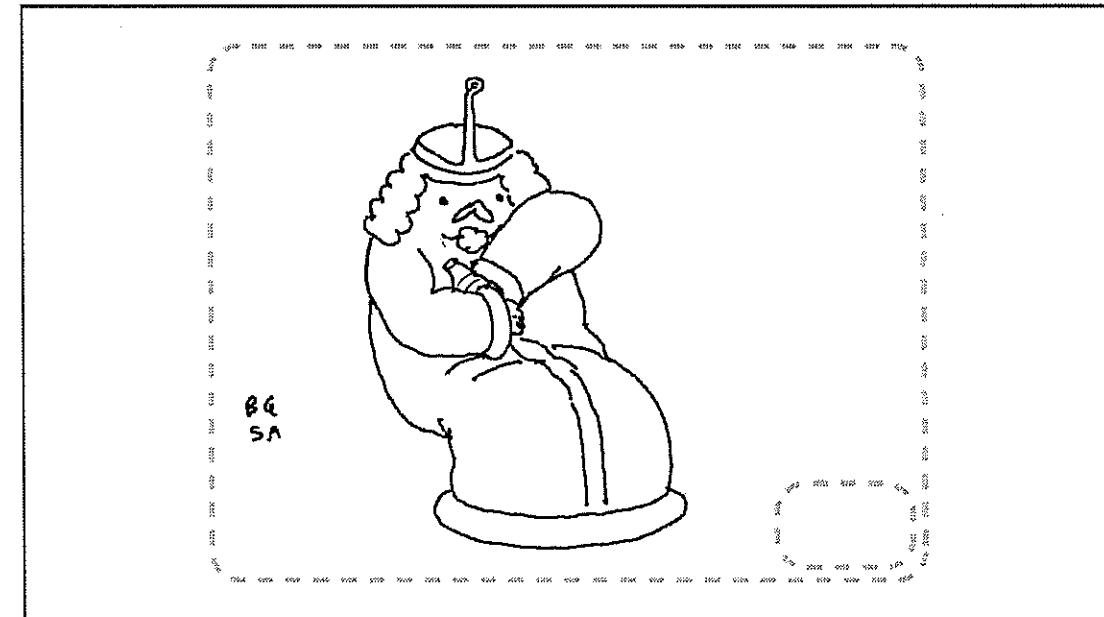


Sc. 66

Pnl. B

Bg.

day night



Dialog:

KOO THIS IS NICE.
GETTIN' A LITTLE WARM
FOR ROYAL FINERIES, THOUGH.

Action:

- KOO SURROUNDED BY WATER BOTTLES.

Timing:

175

176

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 89

Sc. 66 cont

Pnl. C

Bg.

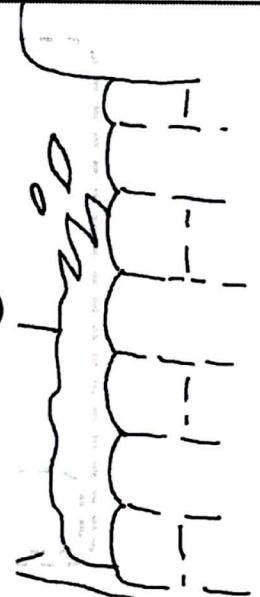
day night

Sc. 66 cont

Pnl. D

Bg.

day night



Dialog:

Action:

-KOO TAKES OFF ROBE.

MAY 18 2015

Timing:

EPISODE # 1034-219

Production :

1034/219

ADVENTURE TIME



1034/219

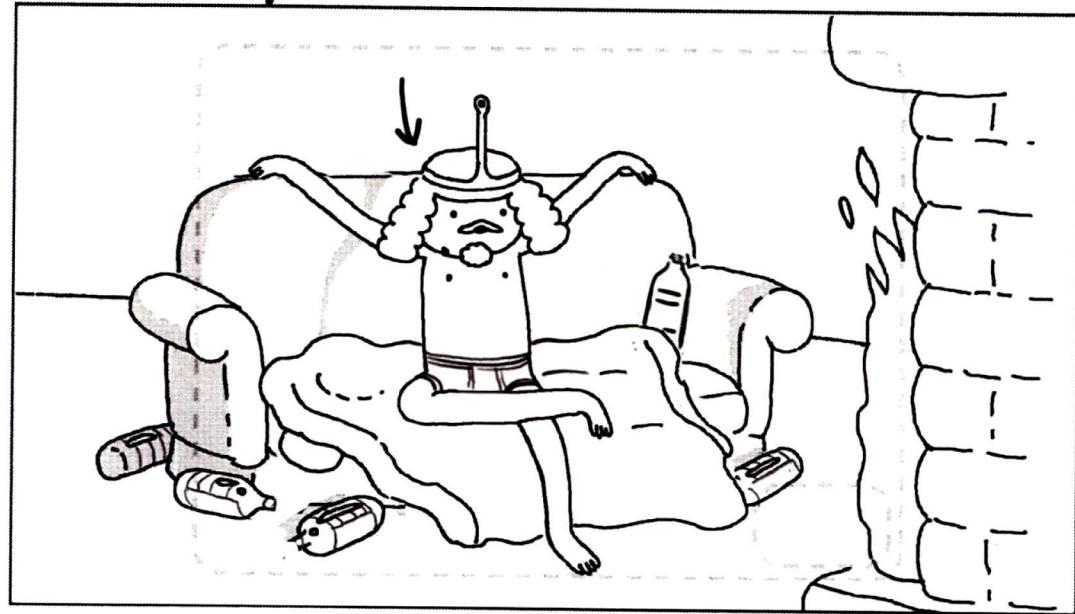
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Sc. 66 cont

Pnl. E

Bg.

day night



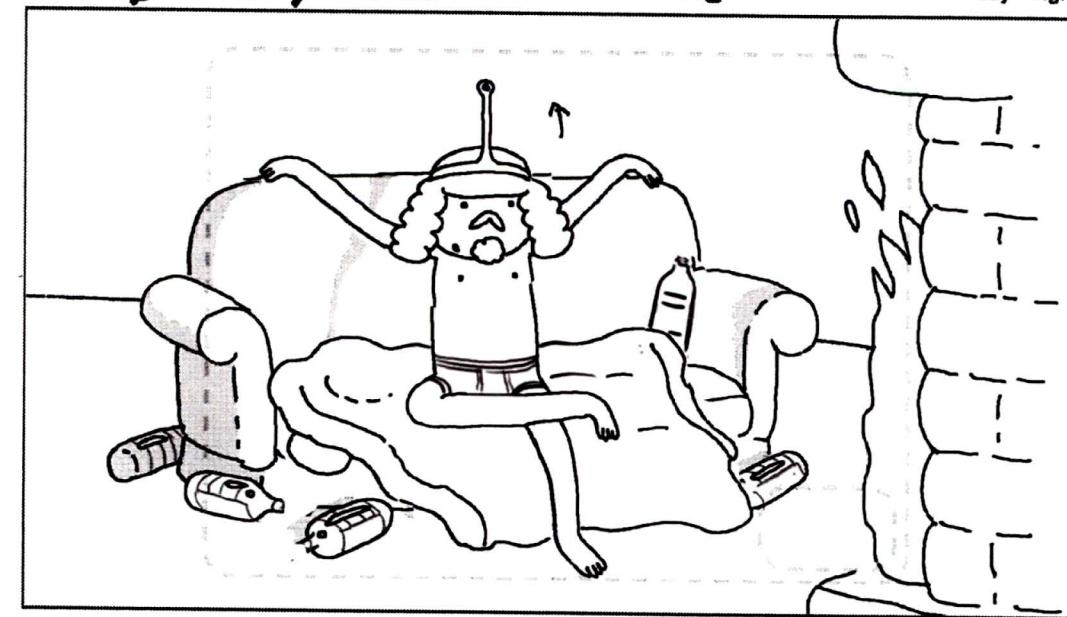
Sc. 66 cont

Pnl. F

Bg.

day night

Page 20



Dialog:

KOO MM - HM!

(CRUNCHY) (os) PRINCESS.

Action:

MAY 18 2015

Timing:

Production :

EPISODE # 1034-219

1034/219

1034/219

ADVENTURE TIME



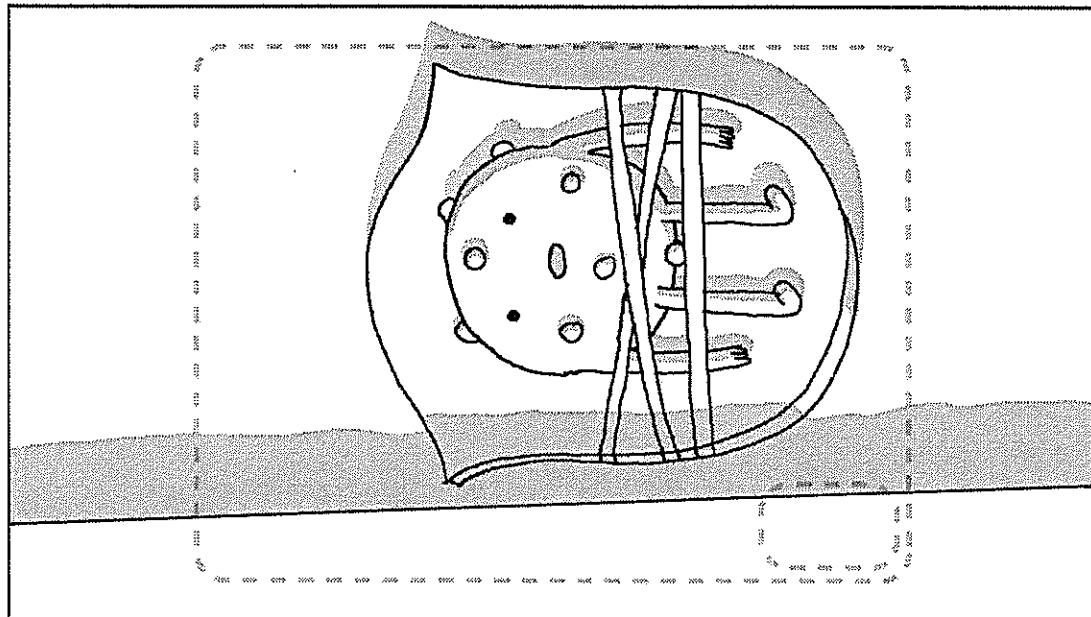
Page 91

Sc. 67

Pnl. A

Bg.

day night

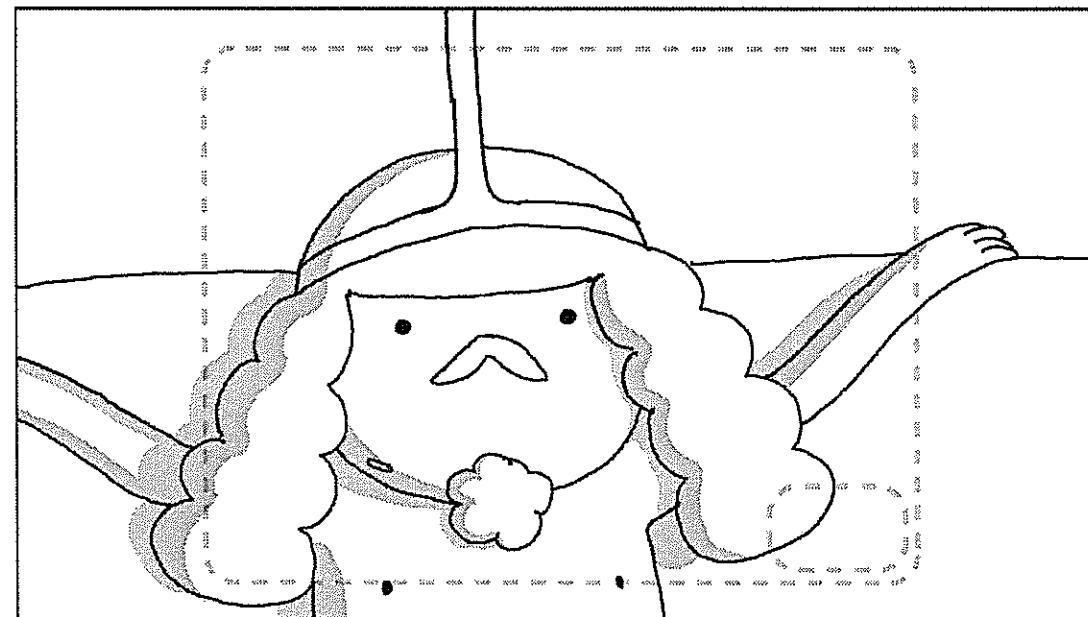


Sc. 68

Pnl. A

Bg.

day night



Dialog:

Q IT SOUNDS PRETTY BAD OUT THERE.
PERHAPS YOU SHOULD PROTECT YOUR
PEOPLE?

Action:

Timing:

181

182

EPISODE # 1034-219

Production :

ADVENTURE TIME



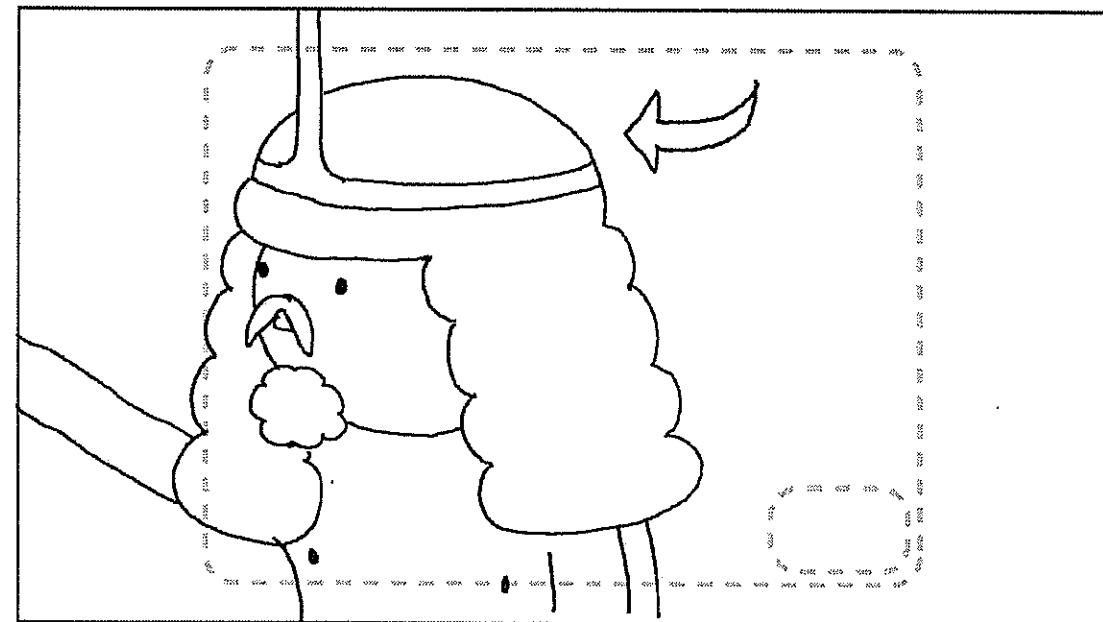
Page 92

Sc. 68

Pnl. B

Bg.

day night

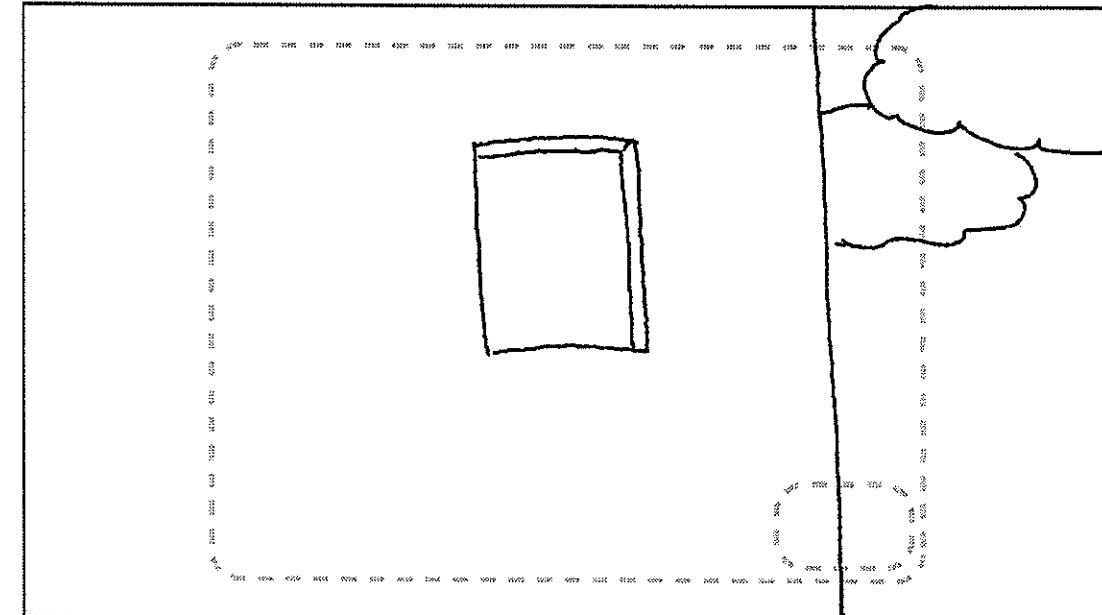


Sc. 69

Pnl. A

Bg.

day night



Dialog:

KOO YEESH IT DOES SOUND
BAD.

Action:

- KOO TURNS TOWARDS WINDOW

Timing:

183

184

1034-219

EPISODE #

Production :

ADVENTURE TIME



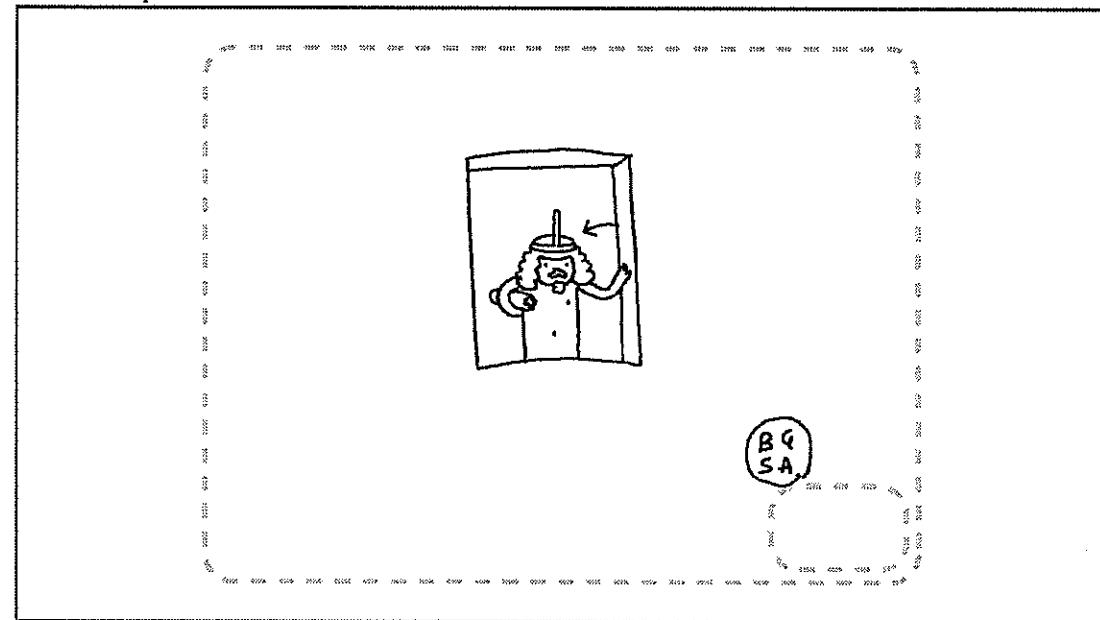
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Sc. 69

Pnl. B

Bg.

day night

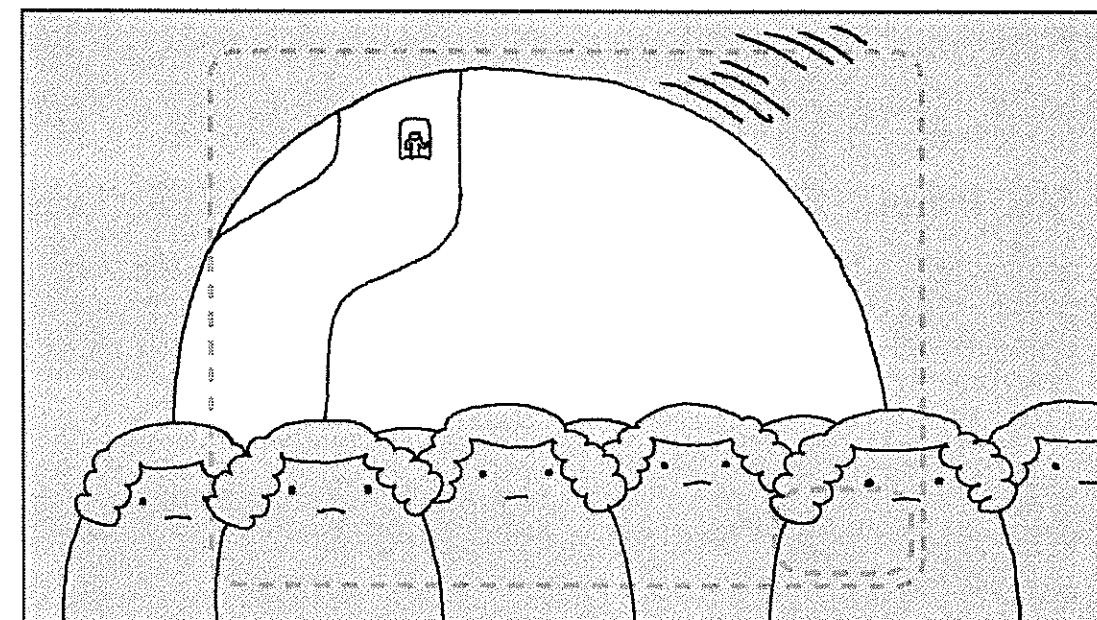


Sc. 70

Pnl. A

Bg.

day night



Dialog:

Koo / HEY!

Koo / BANANA MEN!

Action:

- KOO APPEARS IN WINDOW.

Timing:

185

186

1034-219

EPISODE #

Production :

ADVENTURE TIME



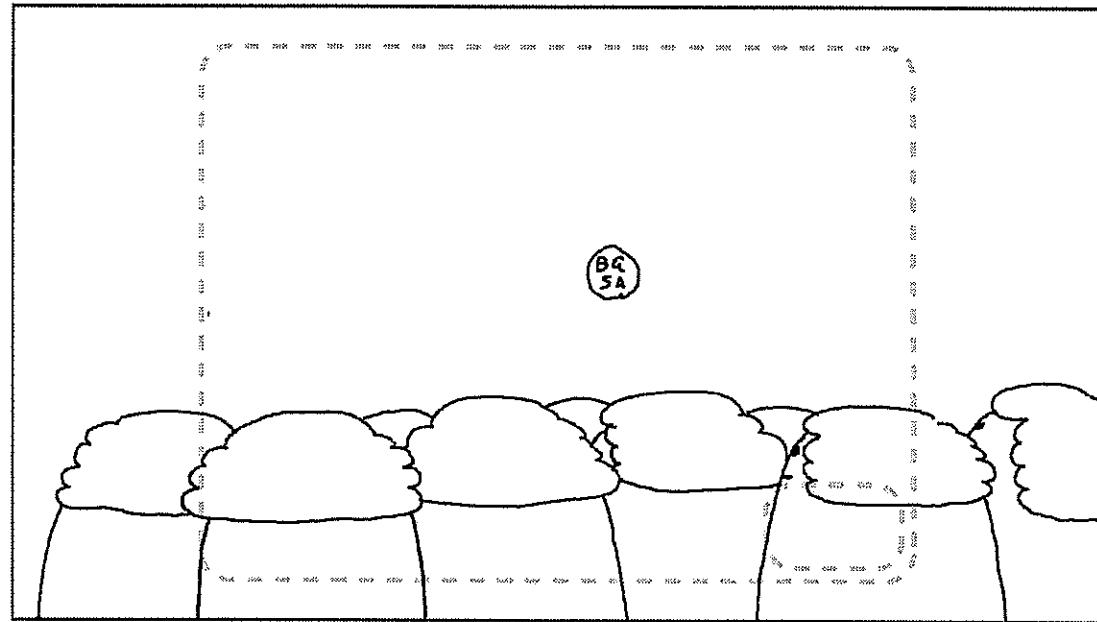
Page 94

Sc. 7^o

Pnl. B

Bg.

day night

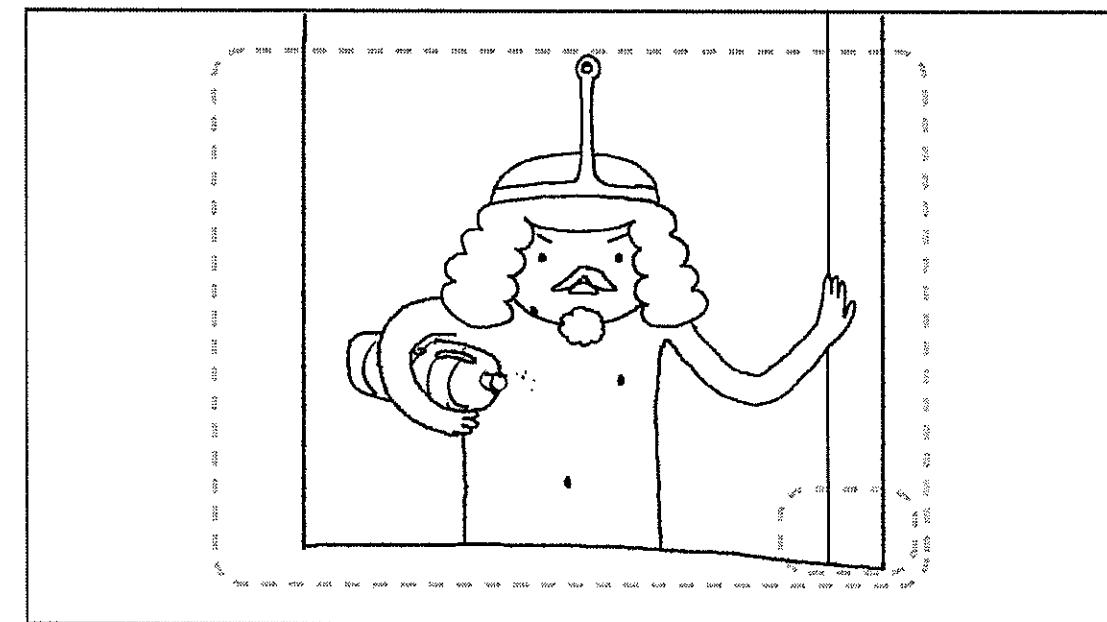


Sc. 7¹

Pnl. A

Bg.

day night



Dialog:

Koo
IN MY KINGDOM WE COOK
AFTER OUR OWN! ME!
YOU COOK AFTER ME!

CLOSE THE GATES!!!

Action:

— THEY ALL TURN AROUND.

Timing:

187

188

1034-219

EPISODE #

Production :

ADVENTURE TIME



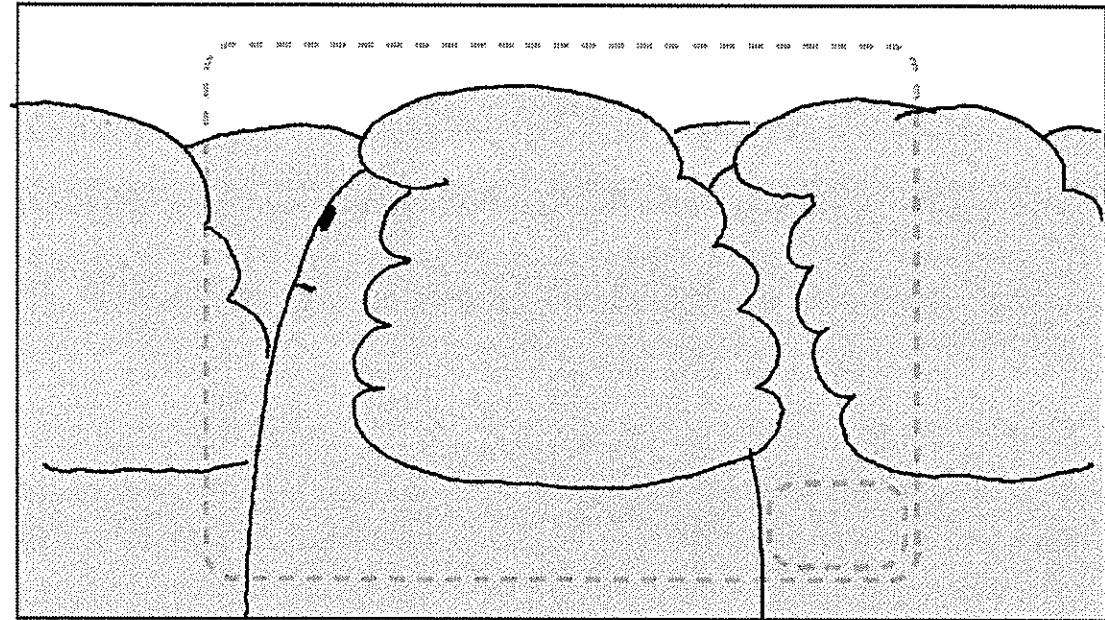
Page 95

Sc. #2

Pnl. A

Bg.

day night

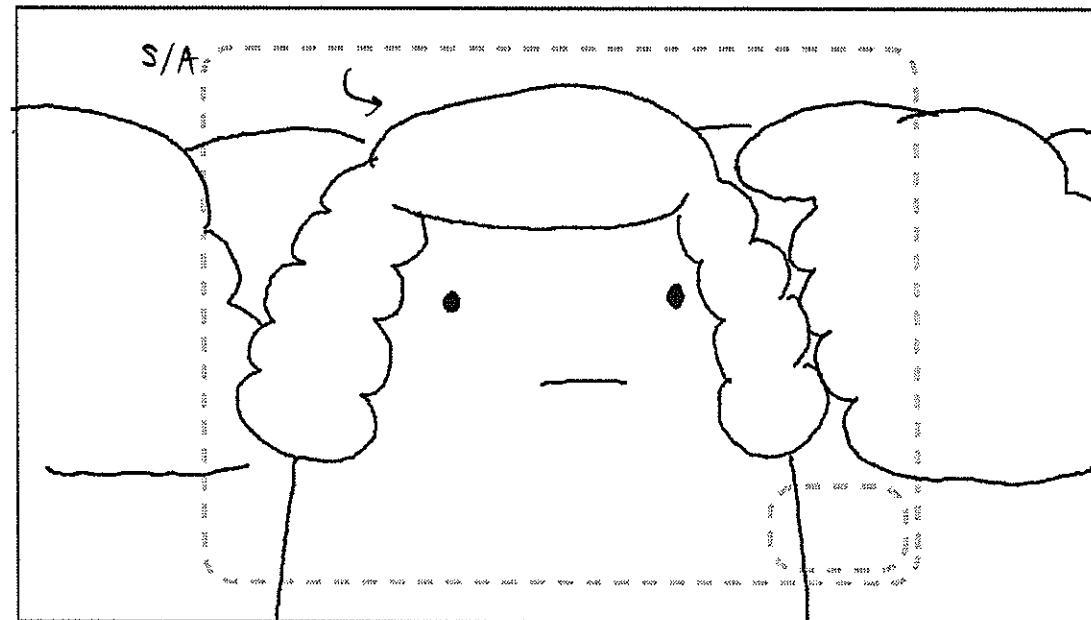


Sc. #3

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

189

190

Production :

EPISODE # 1034-219

ADVENTURE TIME



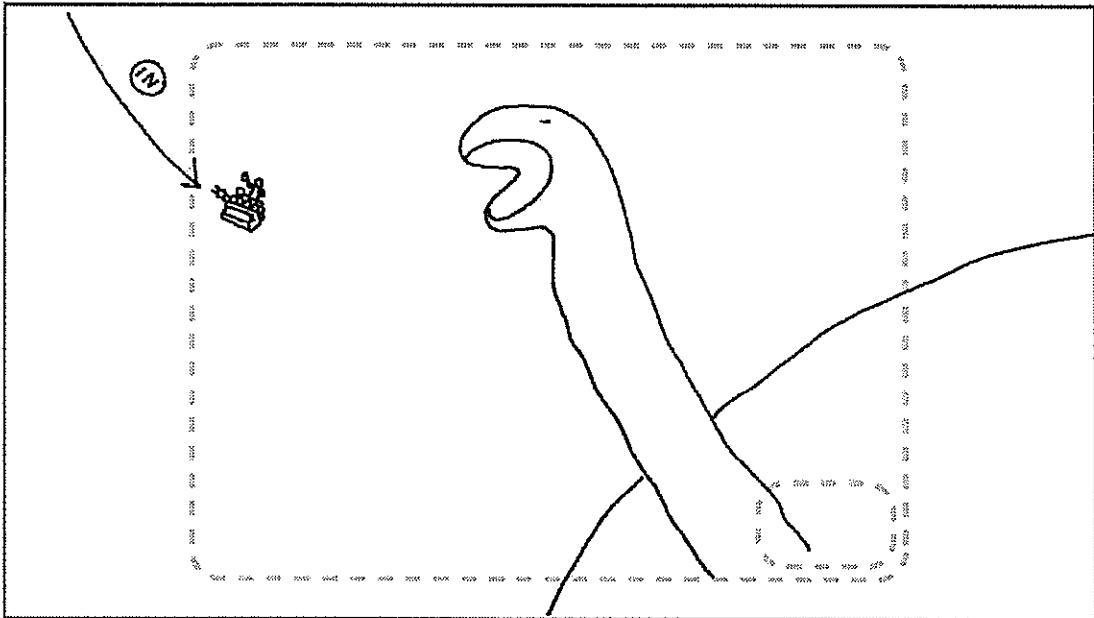
96
Page _____

Sc. 74

Pnl. A

Bg.

day night

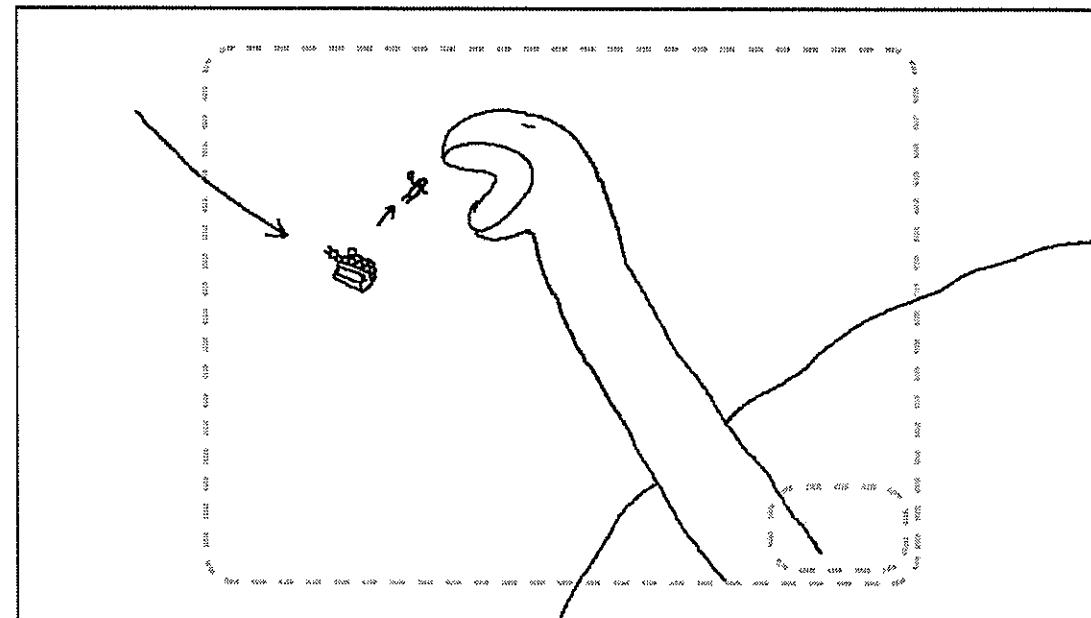


Sc. 79

Pnl. B

Bg.

day night



Dialog:

Action:

- HANDICAM, LIKE IT'S FILMED FROM FAR AWAY AND ZOOMED IN.
- PB SNAPS ON/S.

P.B. FIGHTING.

Timing:

191

192

EPISODE # 1034-219

Production :

ADVENTURE TIME



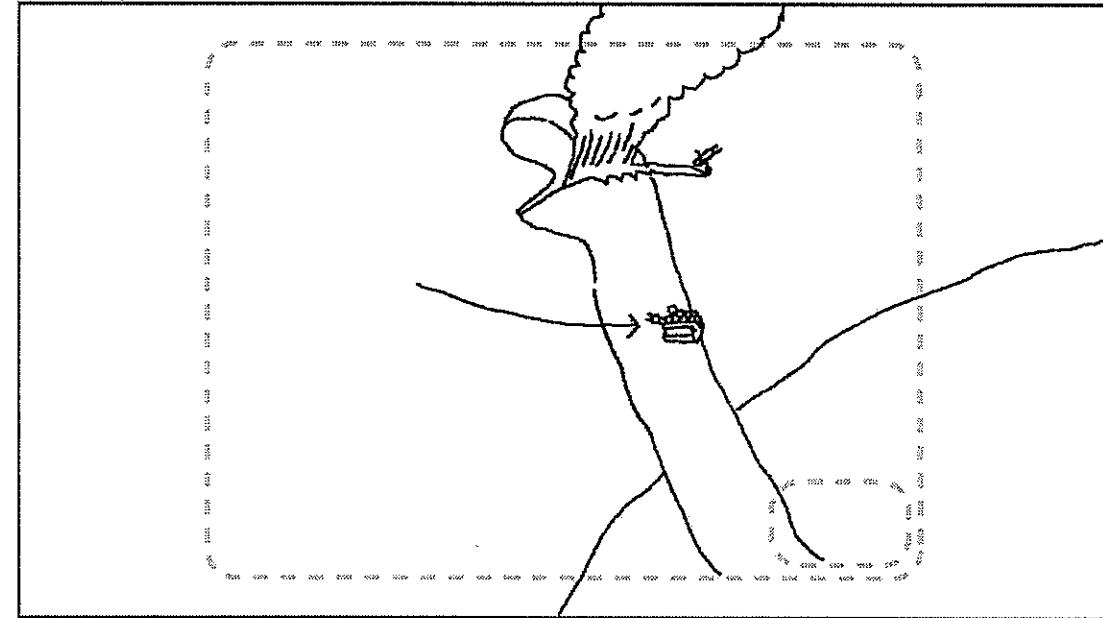
Page 97

Sc. 74

Pnl. C

Bg.

day night

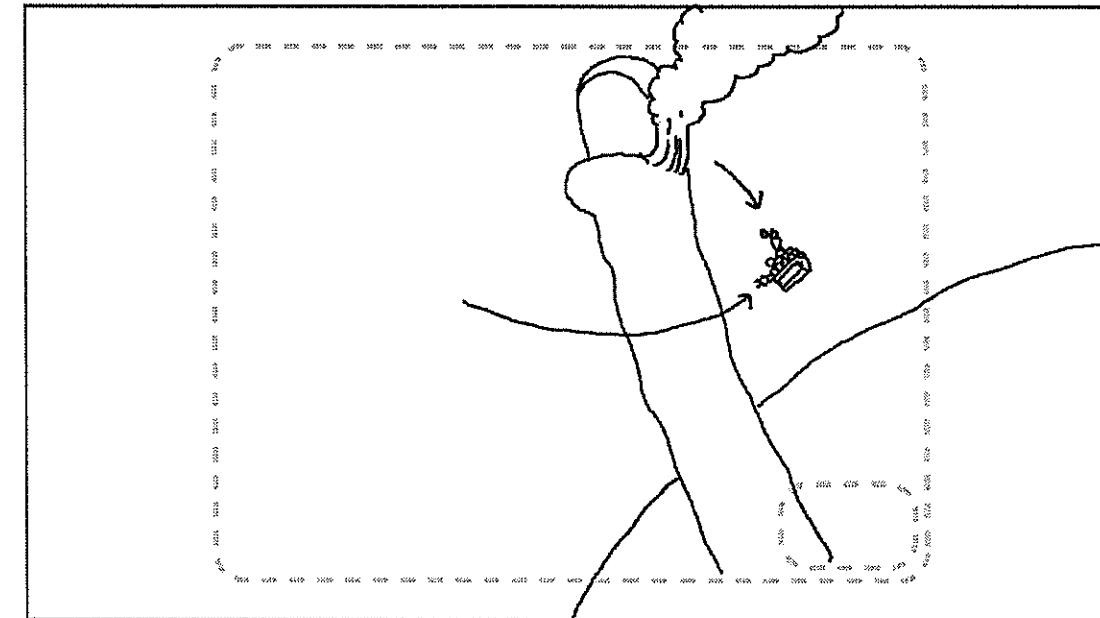


Sc. 74

Pnl. D

Bg.

day night



Dialog:

Action:

-PB FLIPS

- STEAM SHOOTS OUT FROM RENT.

Timing:

193

194

EPISODE # 1034-219

Production :

ADVENTURE TIME



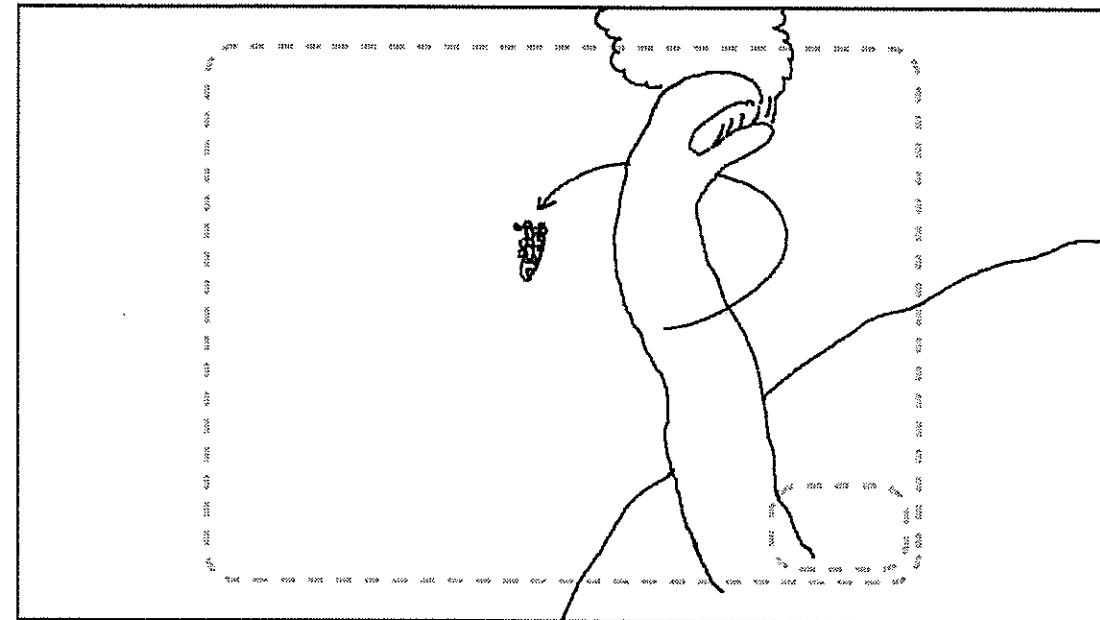
Page 98

Sc. 74

Pnl. E

Bg.

day night

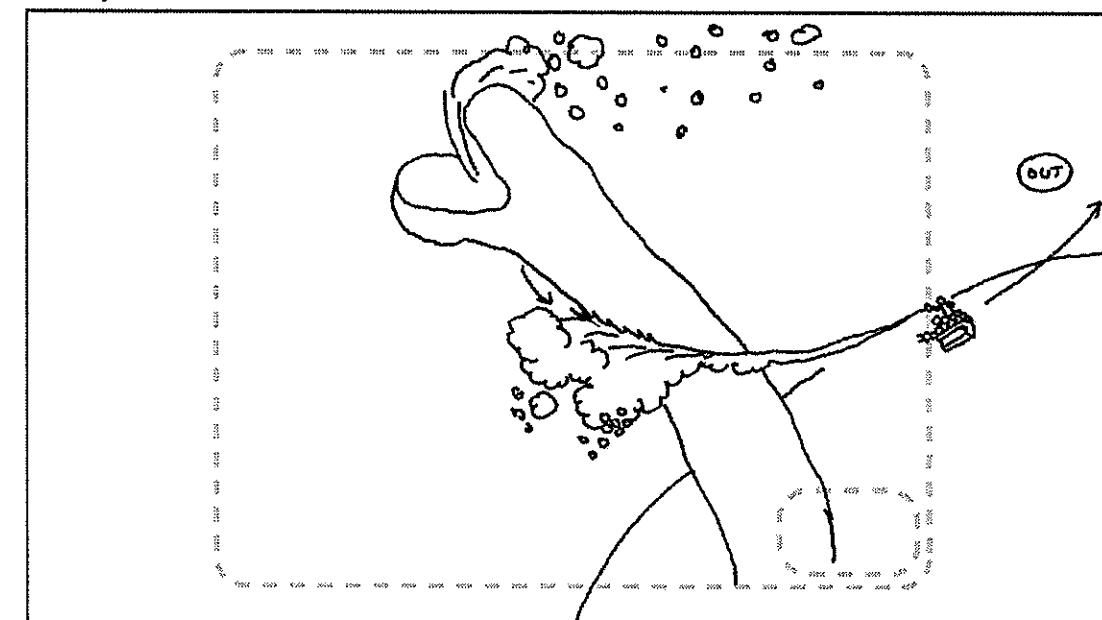


Sc. 74

Pnl. F

Bg.

day night



Dialog:

Action:

- PB SWOOPS AROUND EEL HEAD.

- PB DRAGS HATCHET ALONG EEL.

Timing:

195

196

EPISODE # 1034-219

Production :

ADVENTURE TIME



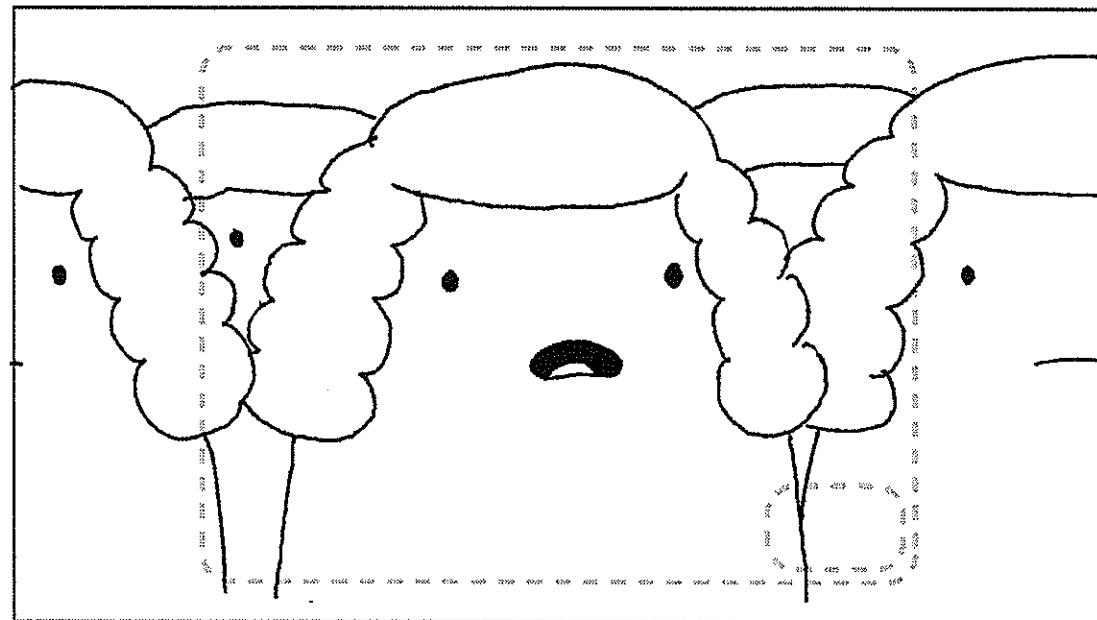
Page 99

Sc. 75

Pnl. A

Bg.

day night

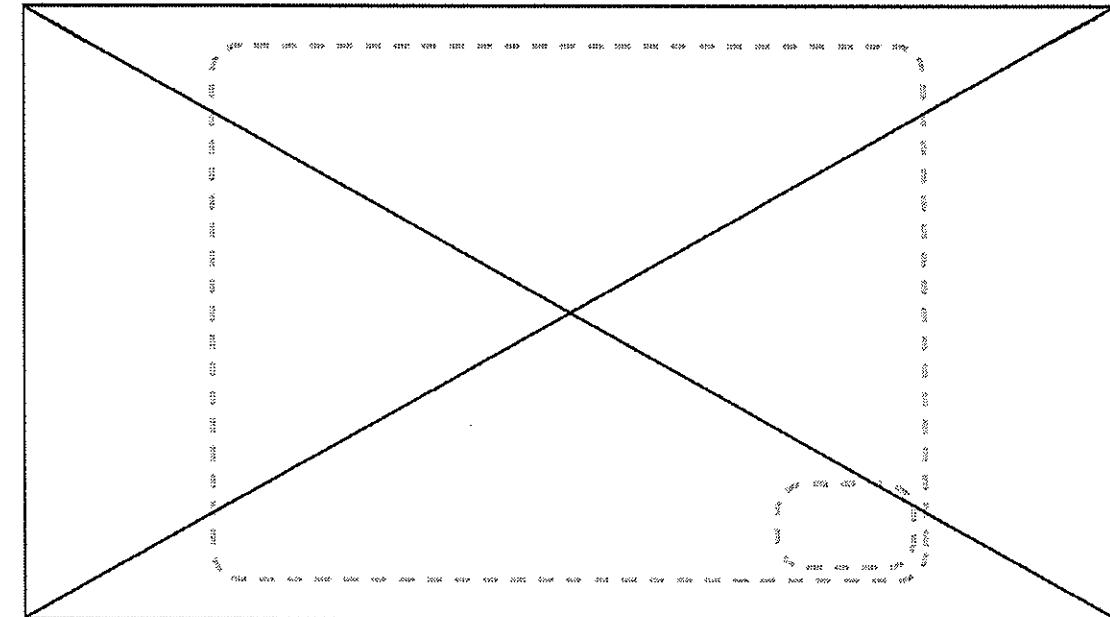


Sc.

Pnl.

Bg.

day night



Dialog:

(BG1) SH ... SHE'S BEAUTIFUL.

Action:

Timing:

197

198

1034-219

EPISODE #

Production :

ADVENTURE TIME



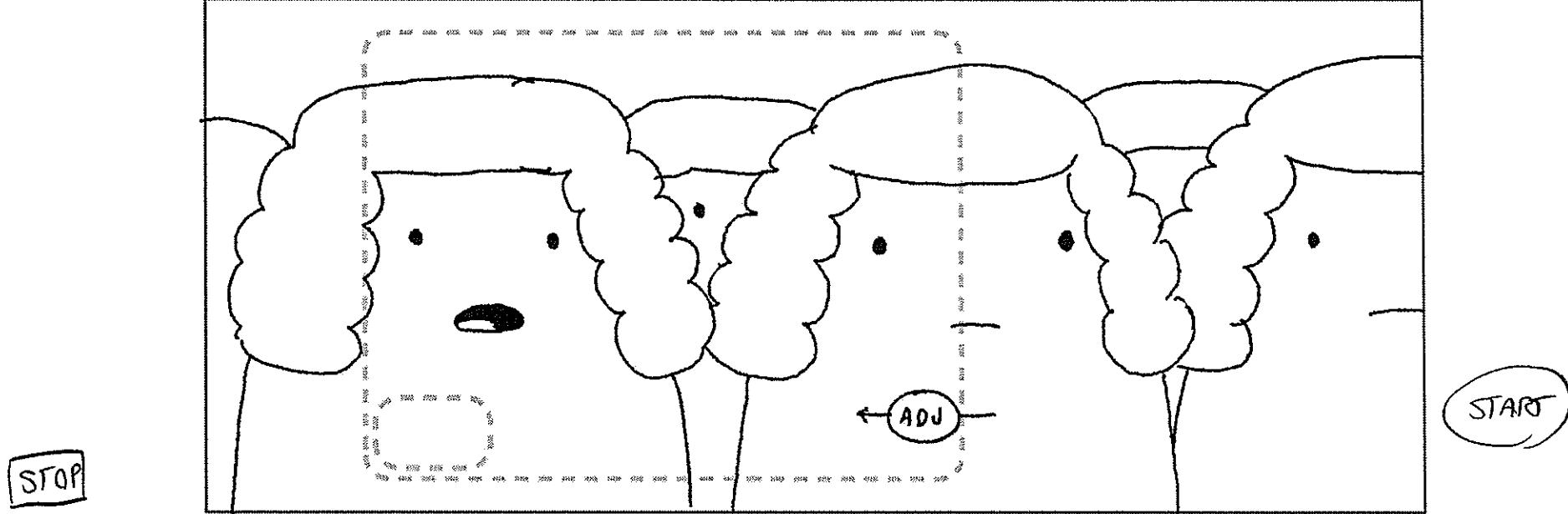
Page 100

Sc. 75

Pnl. B

Bg.

day night



Dialog:

(B.G.Z) YOU'RE PREACHING TO THE PREACHER, BROTHER.

Action:

- PAN LEFT TO B. GUARDS,

Timing:

199

200

1034-219

EPISODE #

Production :

ADVENTURE TIME



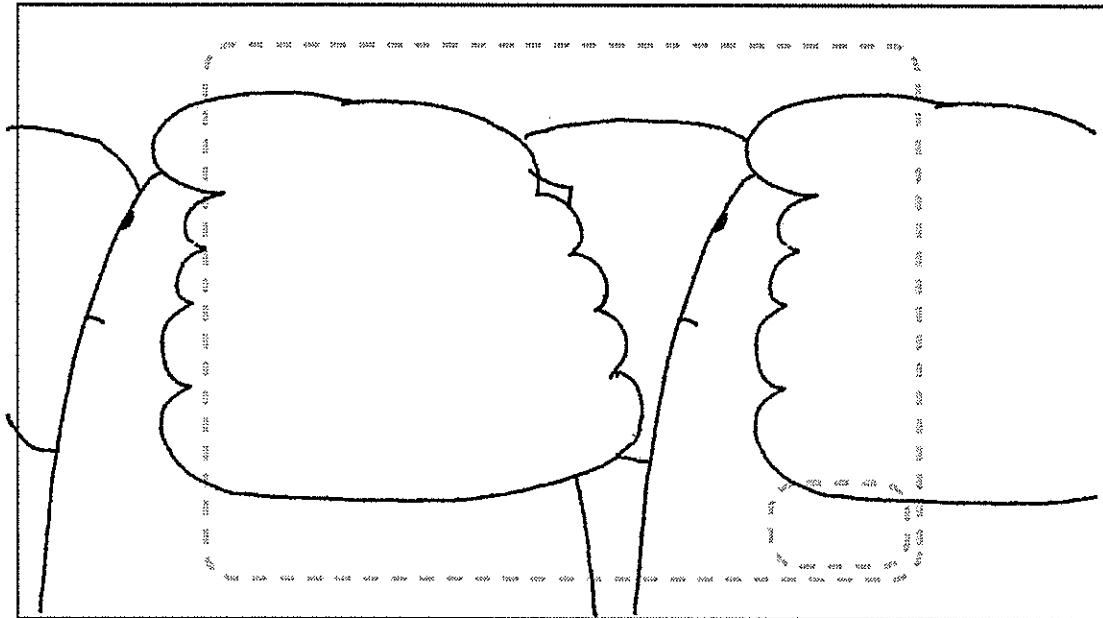
Page 101

Sc. 75

Pnl. C

Bg.

day night

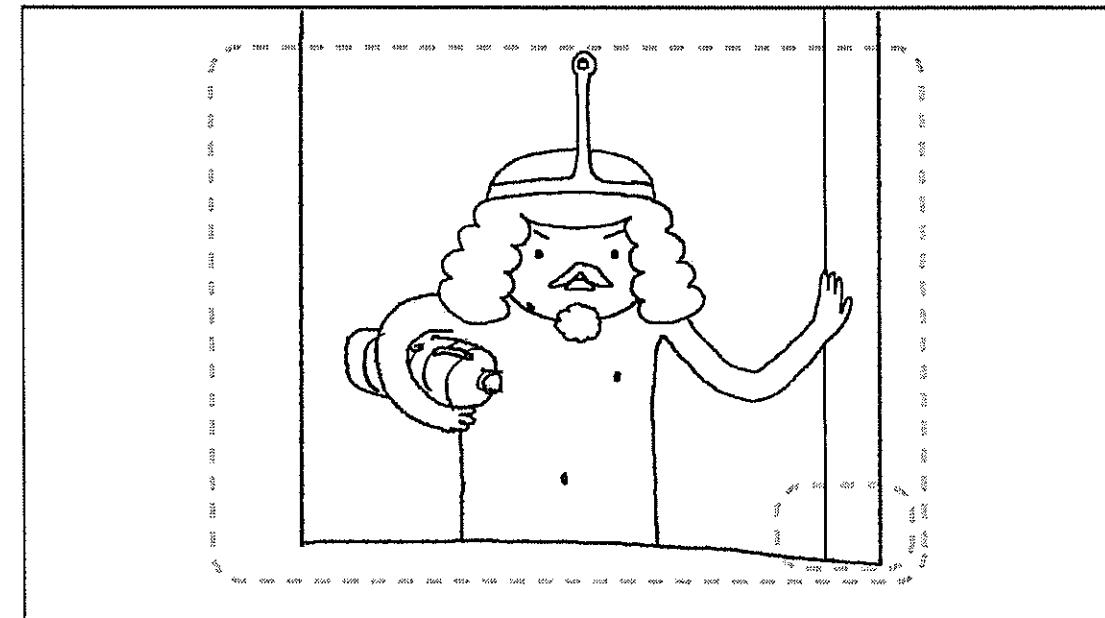


Sc. 76

Pnl. A

Bg.

day night



Dialog:

KOO (o.s.) HEY!

Action:

- B. GUARDS TURN,

Timing:

201

202

EPISODE # 1034-219

Production :

ADVENTURE TIME



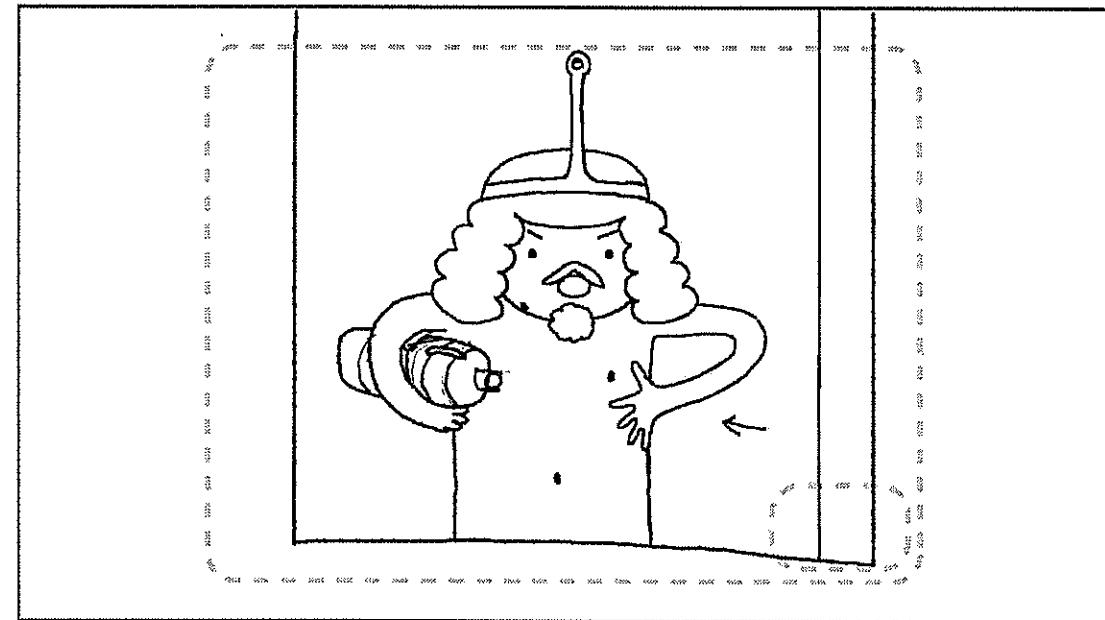
Page 102

Sc. 76

Pnl. 8

Bg.

day night

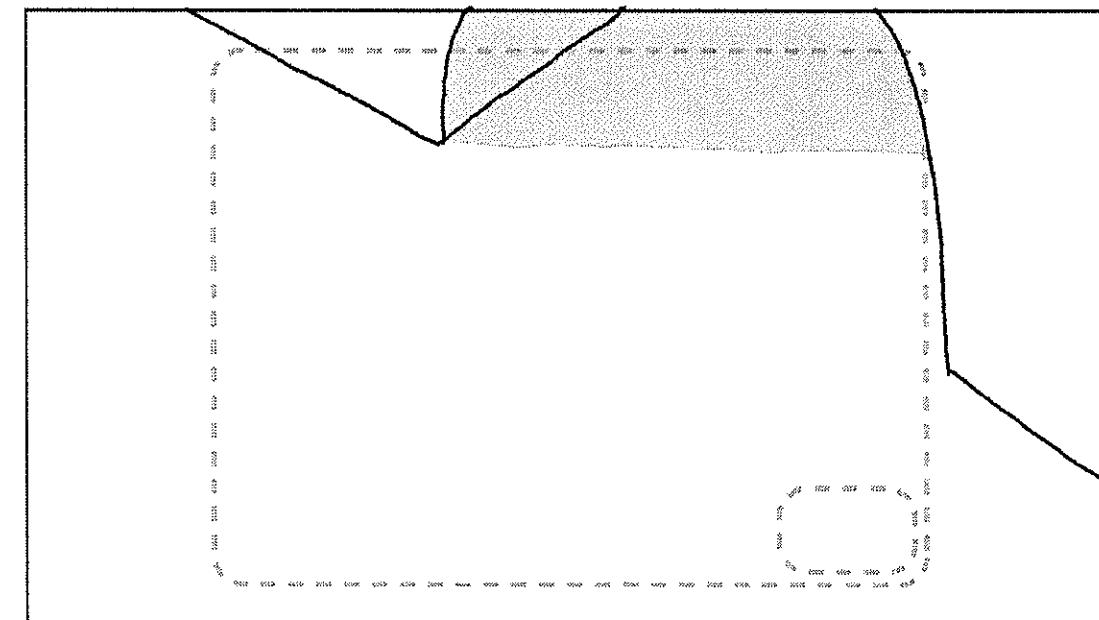


Sc. 77

Pnl. 4

Bg.

day night



Dialog:

KOO I'M BEAUTIFUL!
CLOSE THE GATE!

Action:

Timing:

203

204

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 103

Sc. 77

Pnl. B

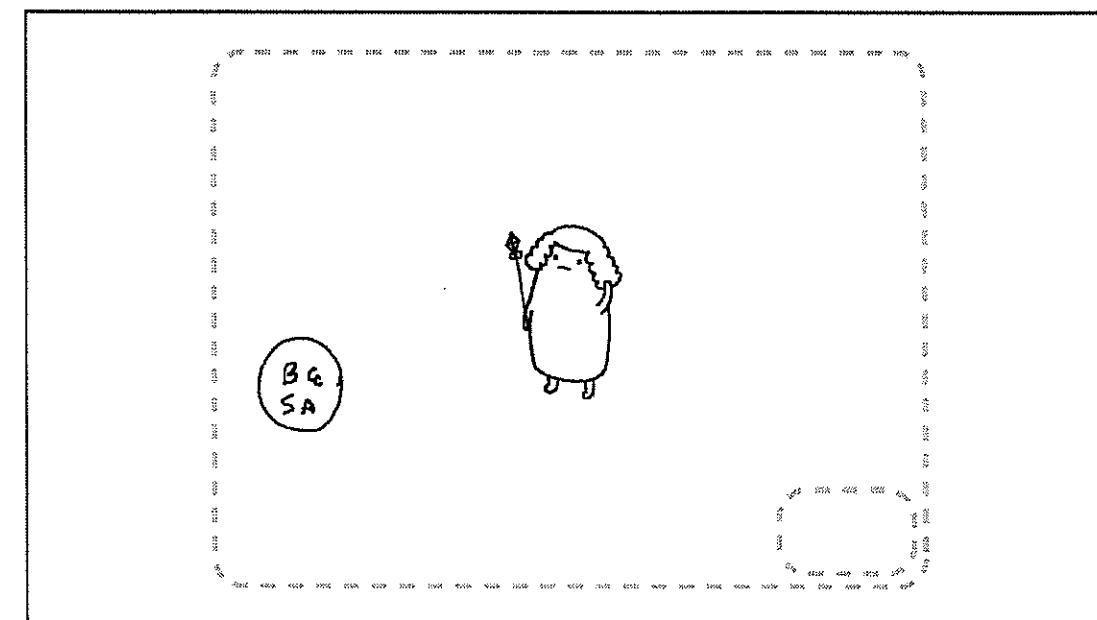
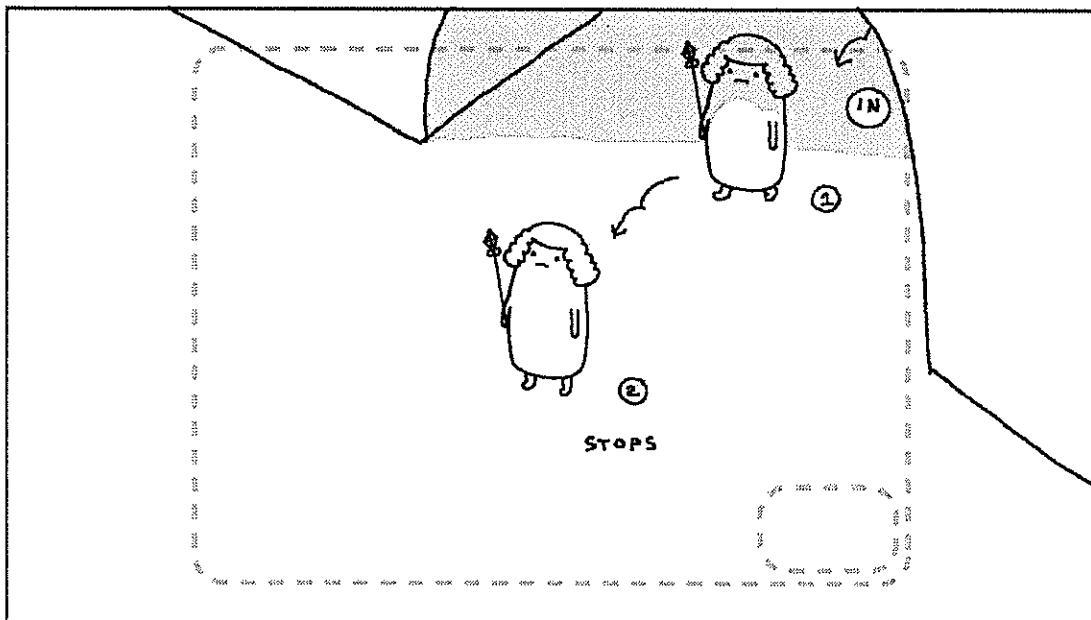
Bg.

day night

Pnl. C

Bg.

day night



Dialog:

Action:

- B.GUARD #1 WALKS OUT of TUNNEL.

Timing:

205

206

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 10

Sc. 77

Pnl. D

Bg.

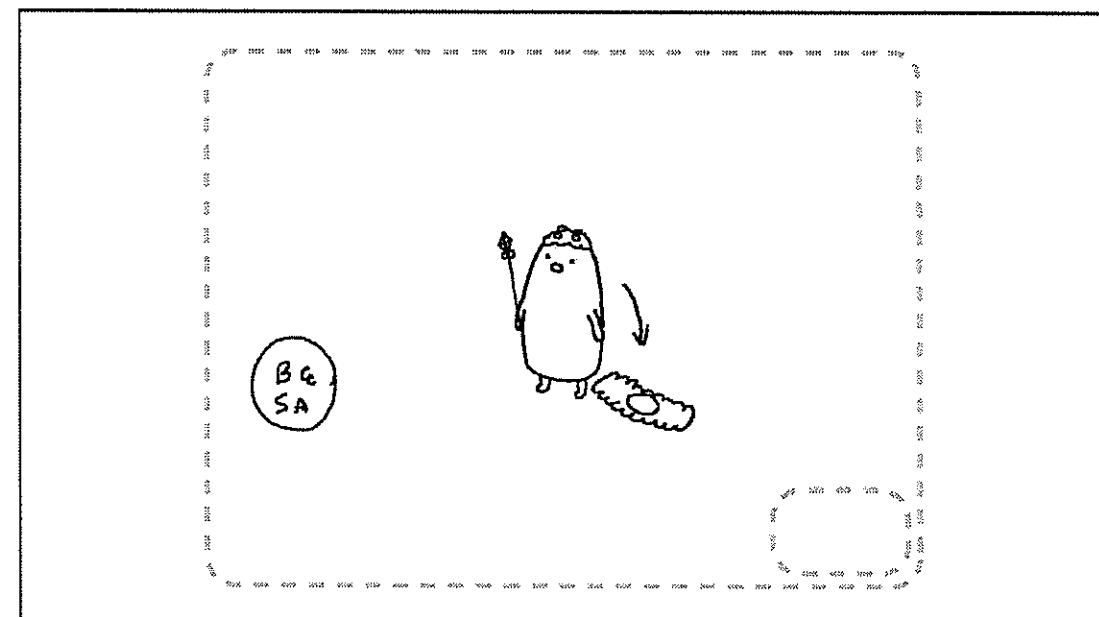
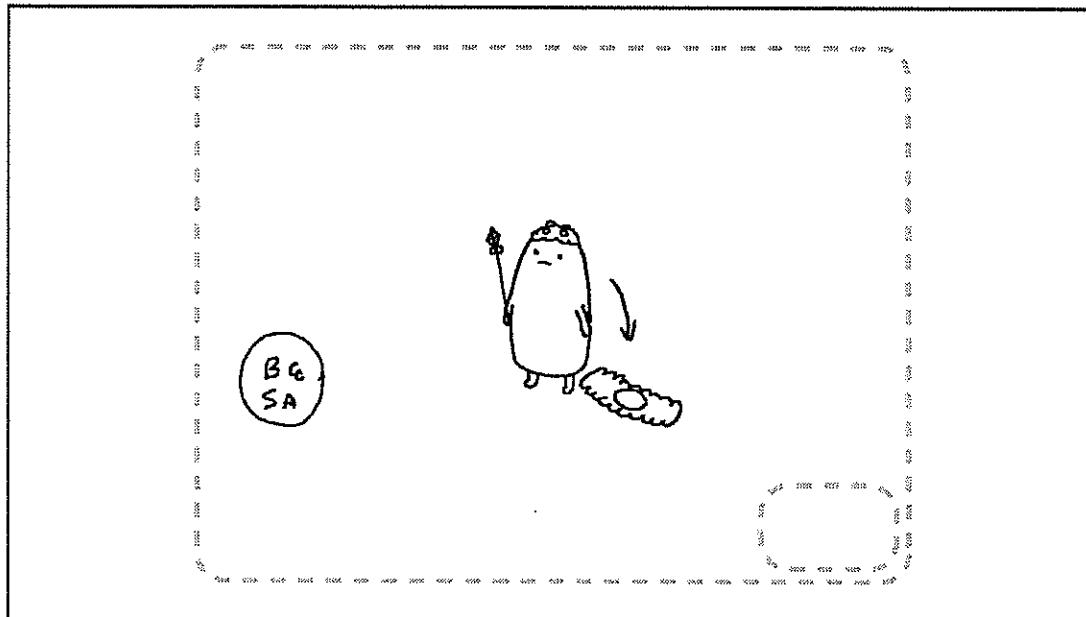
day night

Sc. 77

Pnl. E

Bg.

day night



Dialog:

(BG) NO. YOU'RE NOT BEAUTIFUL.
WE SEE YOU CLEARLY NOW.
YOU'RE EAR WAX.

Action:

- B.GUARD THROWS OFF WIG.

Timing:

207

208

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 1 0 5

Sc. 78

Pnl. A

Bg.

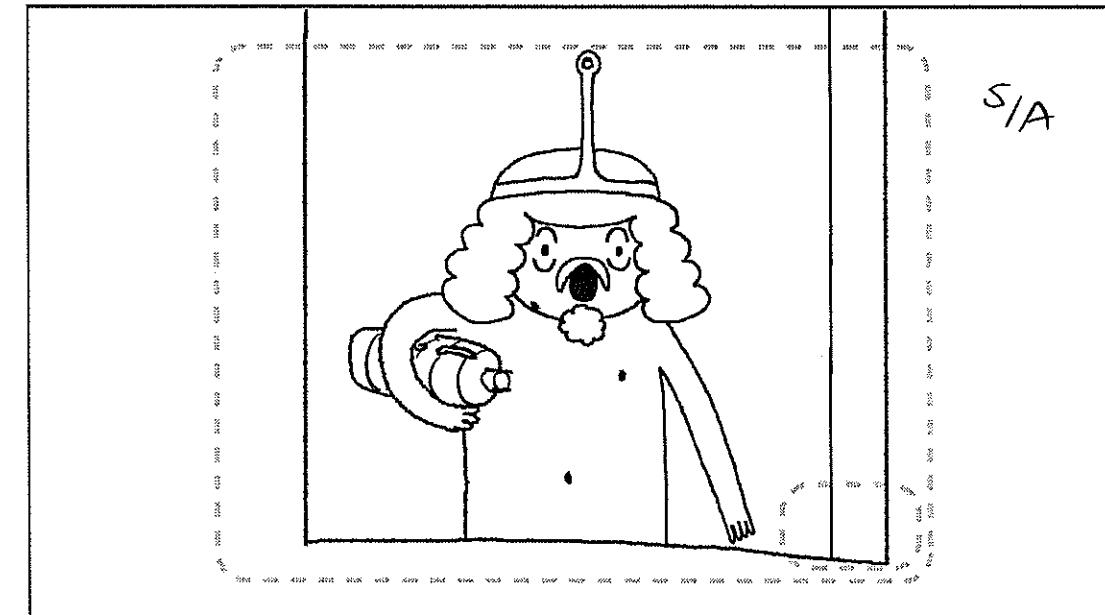
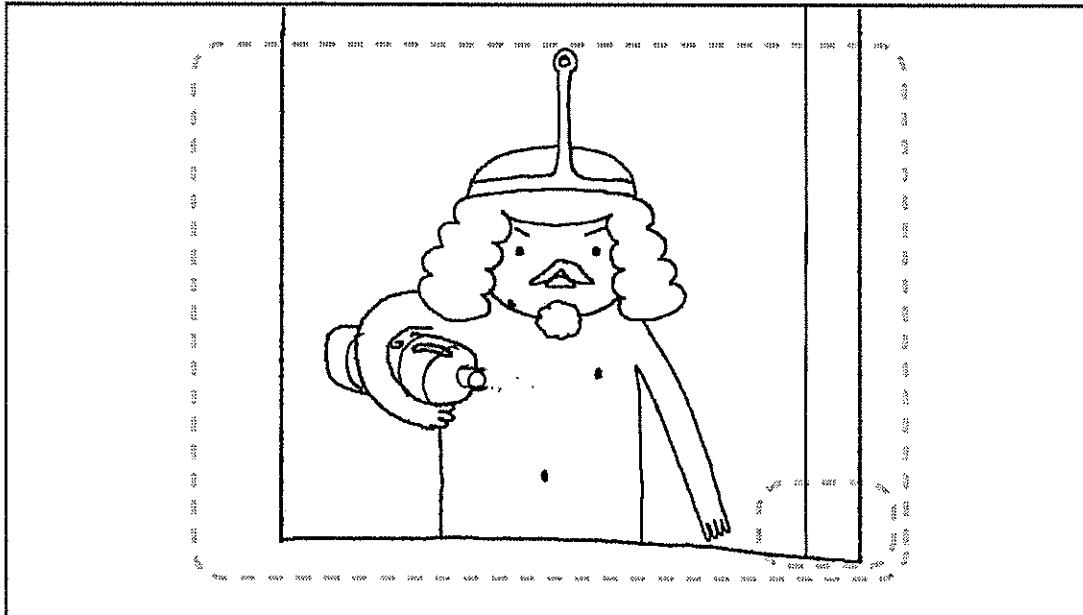
day night

Sc. 78

Pnl. B

Bg.

day night



Dialog:

Action:

- Kaa is SHOCKED.

Timing:

209

210

Production :

1034-219

ADVENTURE TIME



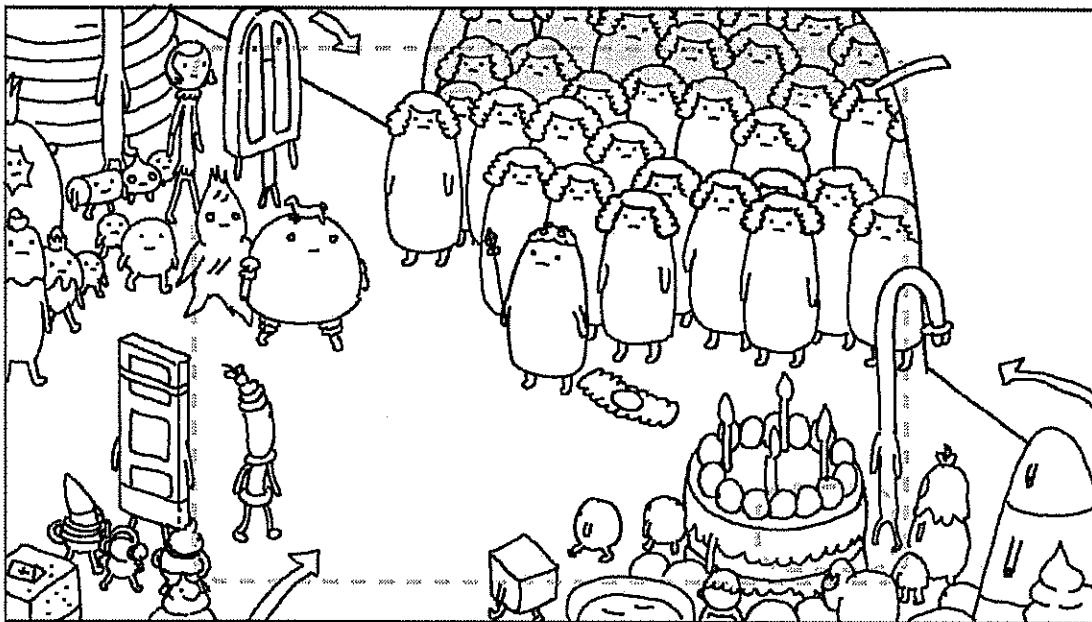
Page 106

Sc. 79

Pnl. A

Bg.

day night



Sc. 79

Pnl. B

Bg.

day night



Dialog:

Action:

- CANDY PEOPLE GATHER IN FRONT OF GATE

Timing:

O.M.G.

211

212

EPISODE # 1034-219

Production :

ADVENTURE TIME



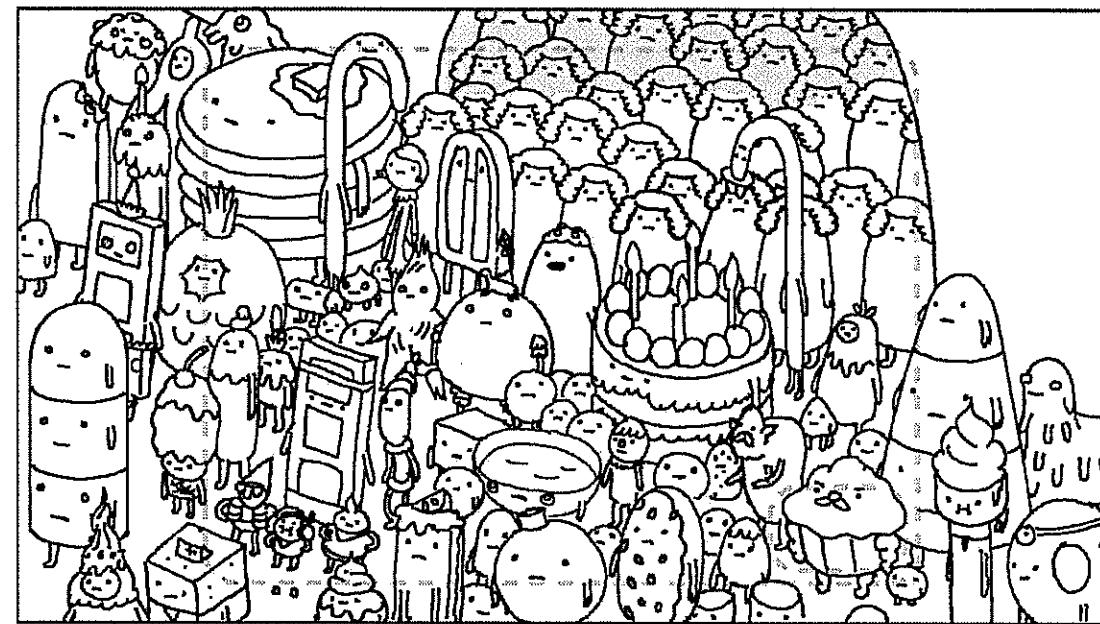
Page 107

Sc. 79

Pnl. C

Bg.

day night

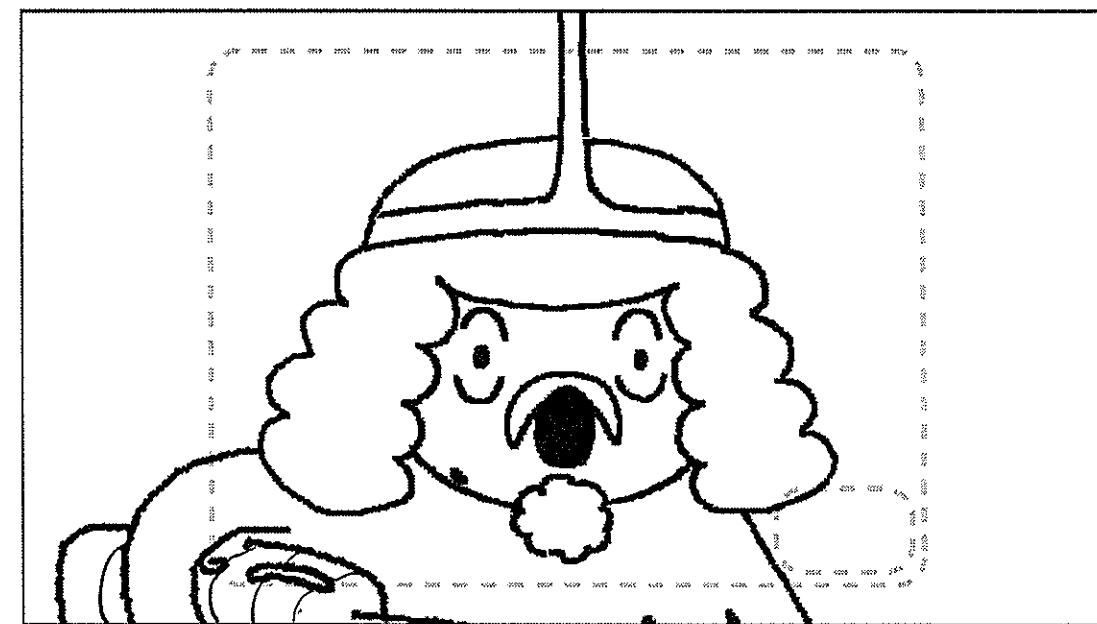


Sc. 80

Pnl. A

Bg.

day night



Dialog:

(B6) YOU'RE EAR WAX!

KOO / UH H H H H !

Action:

Timing:

213

214

Production :

EPISODE # 1034-219

ADVENTURE TIME



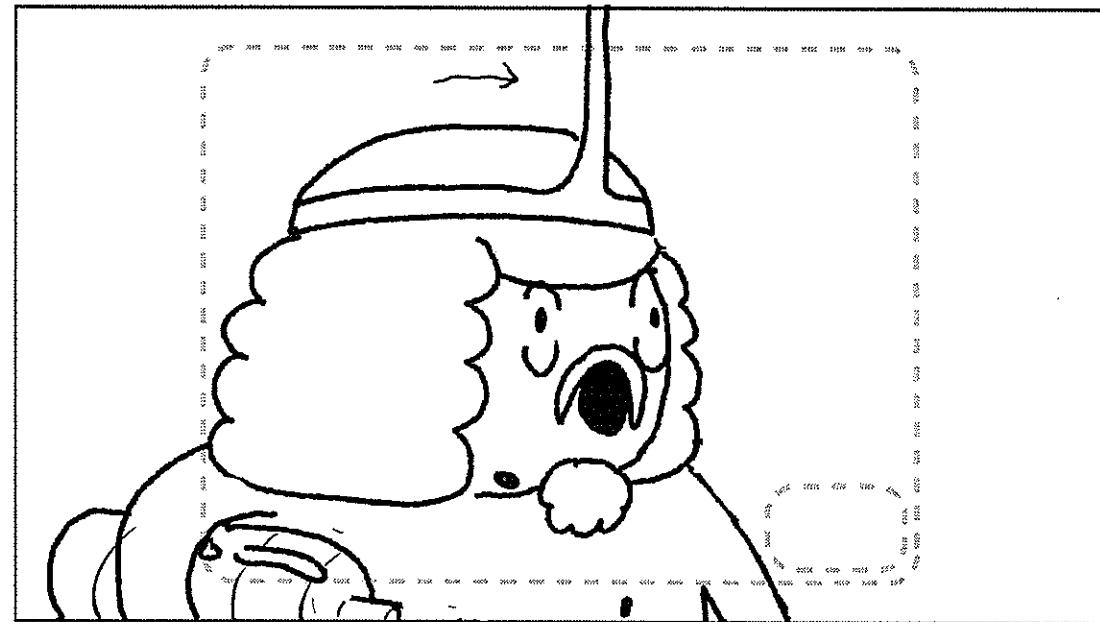
Page 108

Sc. 80

Pnl. A

Bg.

day night

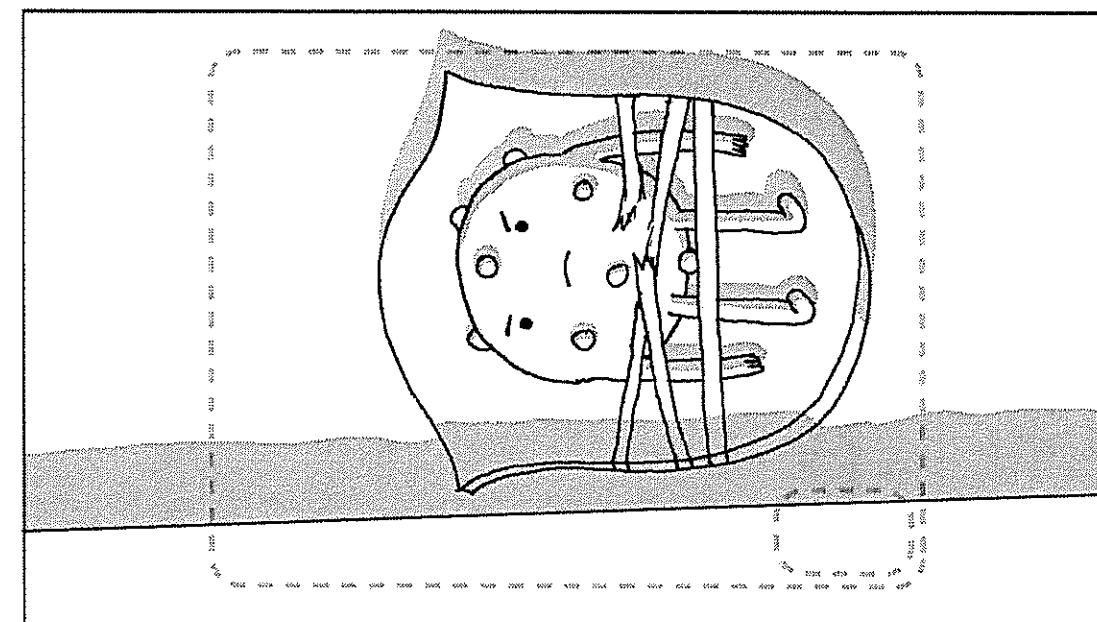


Sc. 81

Pnl. A

Bg.

day night



Dialog:

(SFX) (0.5) CRACK!
(KOO) HUH!

Action:

- TAPE ON CRUNCHY IS SNAPPED.

Timing:

215

216

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 109

Sc. 81

Pnl. B

Bg.

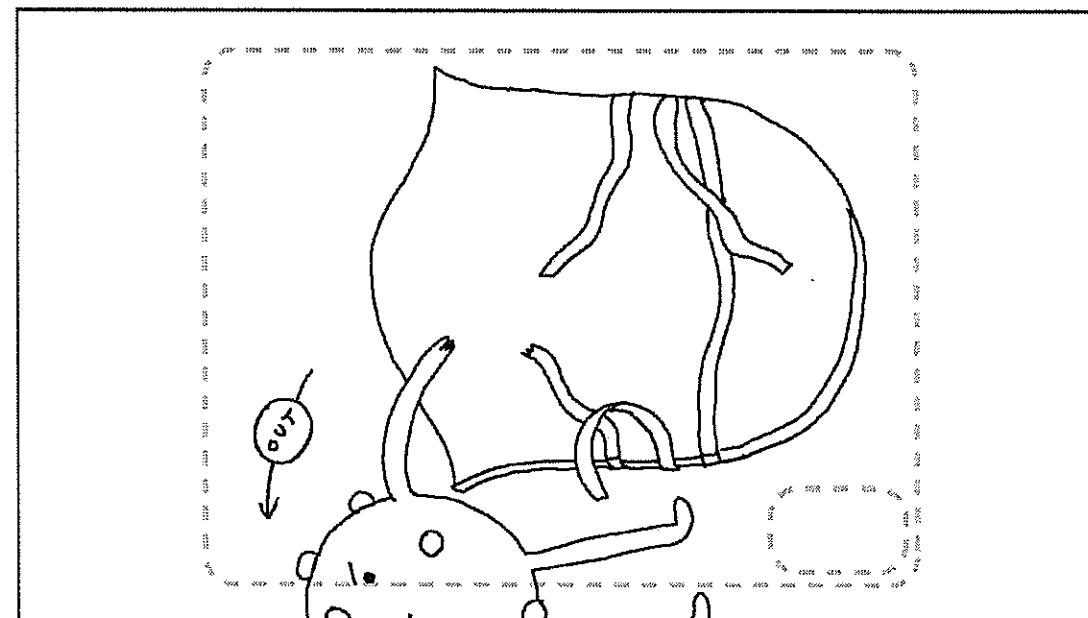
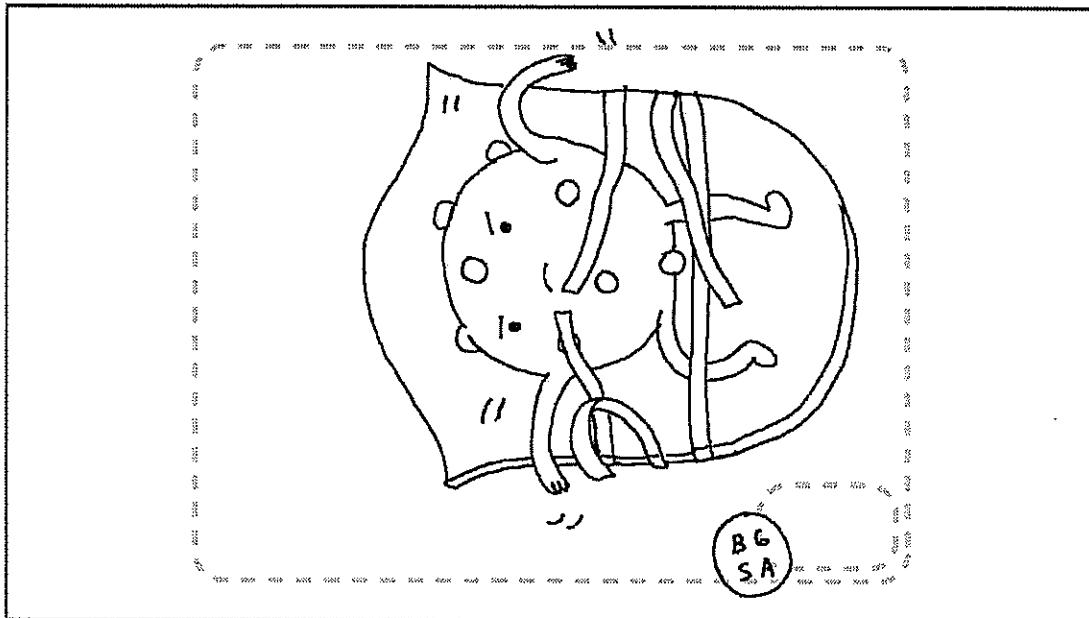
day night

Sc. 81

Pnl. C

Bg.

day night



Dialog:

(SFX) SNAP! SNAP!

Action:

- CRUNCHY WRESTLES FREE AND FALLS OFF/S.

Timing:

217

218

Production :

1034-219

ADVENTURE TIME



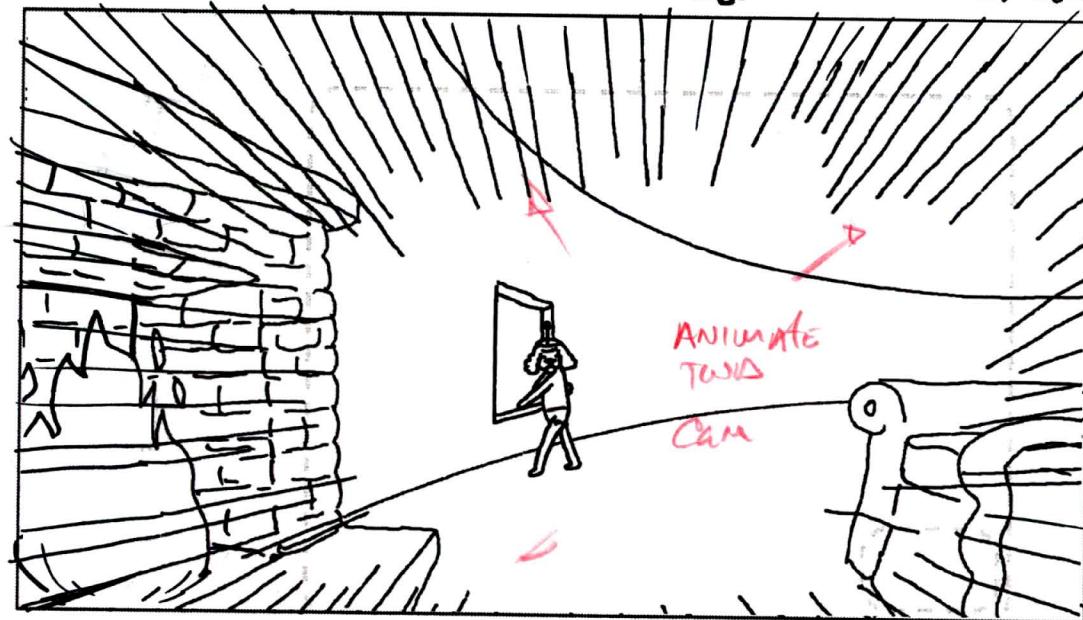
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Sc. 82

Pnl. A

Bg.

day night



Sc. 82 cont

Pnl. B

Bg.

Page 110

day night



Dialog:

CRUNCHY

(O/S) AND THE POWER RETURNS

Action:

- CRUNCHY RUNS TOWARDS KOO.
- CRUNCHY P.O.V.

MAY 18 2015 -

Timing:

Production :

EPISODE # 1034-219

1034/219

1034/219

1034/219

1034/219

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ADVENTURE TIME



Sc. 8² CONT

Pnl. C

Bg.

day night



Sc. 8² CONT

Pnl. D

Bg.

Page

111
day night
MANEXT



Dialog:

(C) (cont) TO

CRUNCHY!

Action:



Timing:

- CRUNCHY LEAPS.

MAY 18 2015

Production :

EPISODE # 1034-219

1034/219

1034/219

ADVENTURE TIME



Page 111A

111B NEXT
day night

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Sc. 82 cont

Pnl. E

Bg.

day night

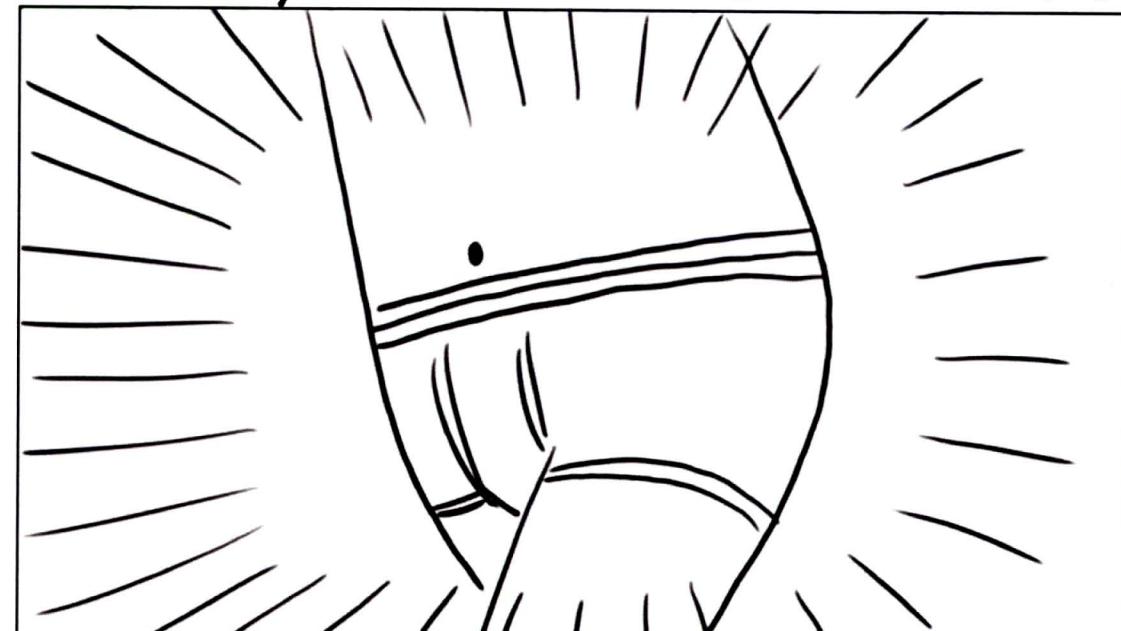
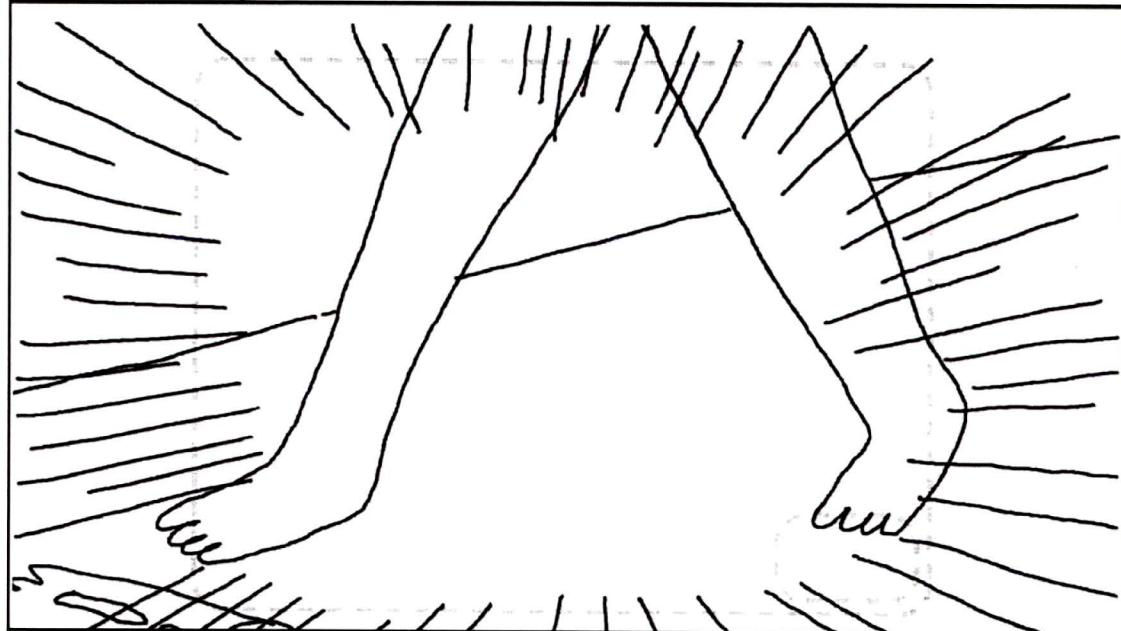
Sc. 82 cont

Pnl. F

Bg.

Page 111A

111B NEXT
day night



Dialog:

Action:

Timing:

MAY 18 2015

EPISODE #

Production :

1034/219

1034/219

1034/219

ADVENTURE TIME



Sc. 82 *CONT*

Pnl. G

Bg.

day night

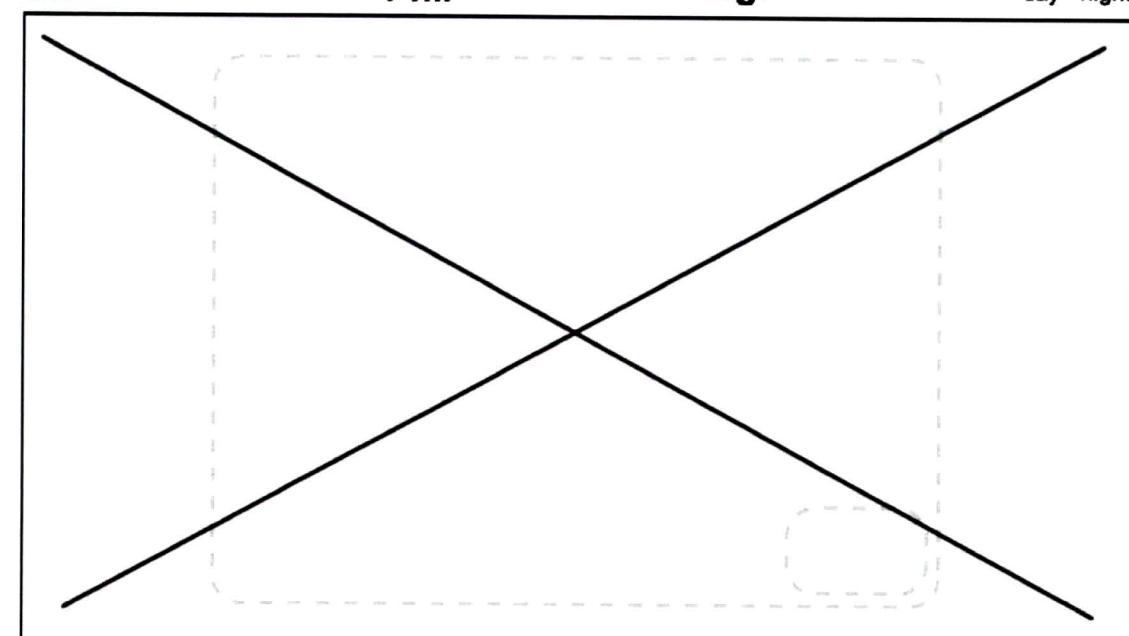
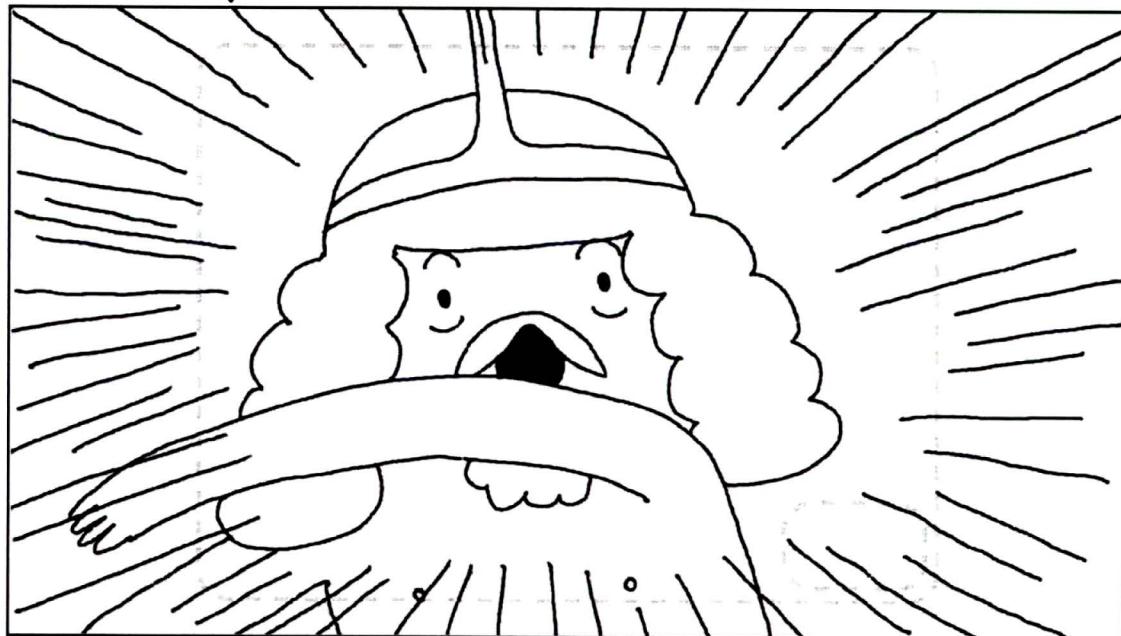
Sc.

Pnl.

Bg.

Page 111B

112 NEXT
day night



Dialog:
KOO/ AHH!

Action:

Timing:

MAY 18 2015

EPISODE #

Production :

1034/219

ADVENTURE TIME



Page 112

Sc. 83

Pnl. A

Bg.

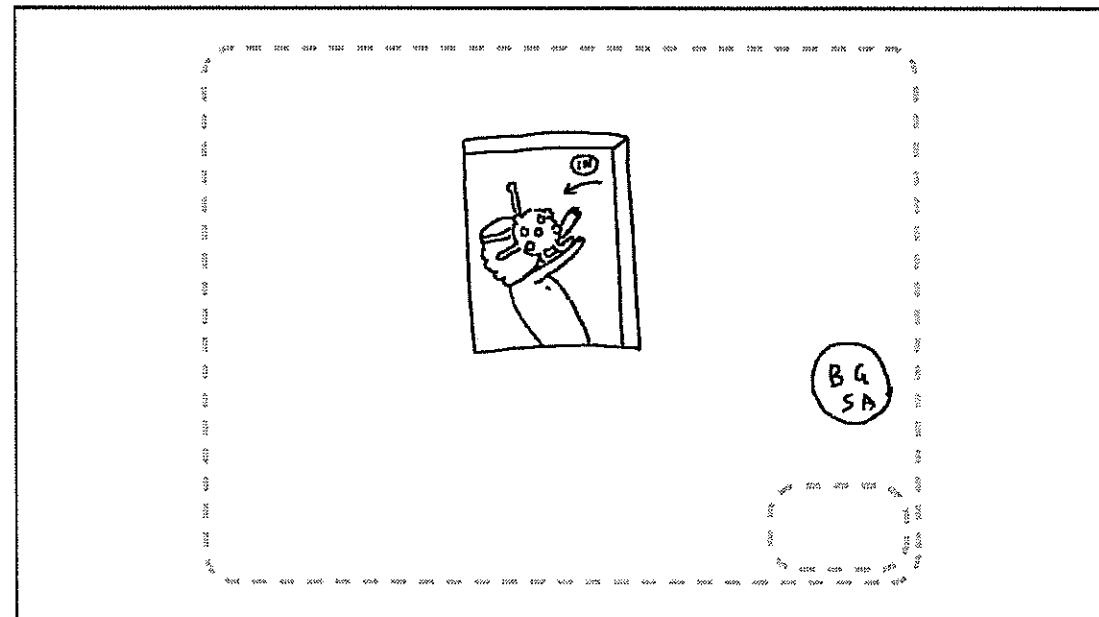
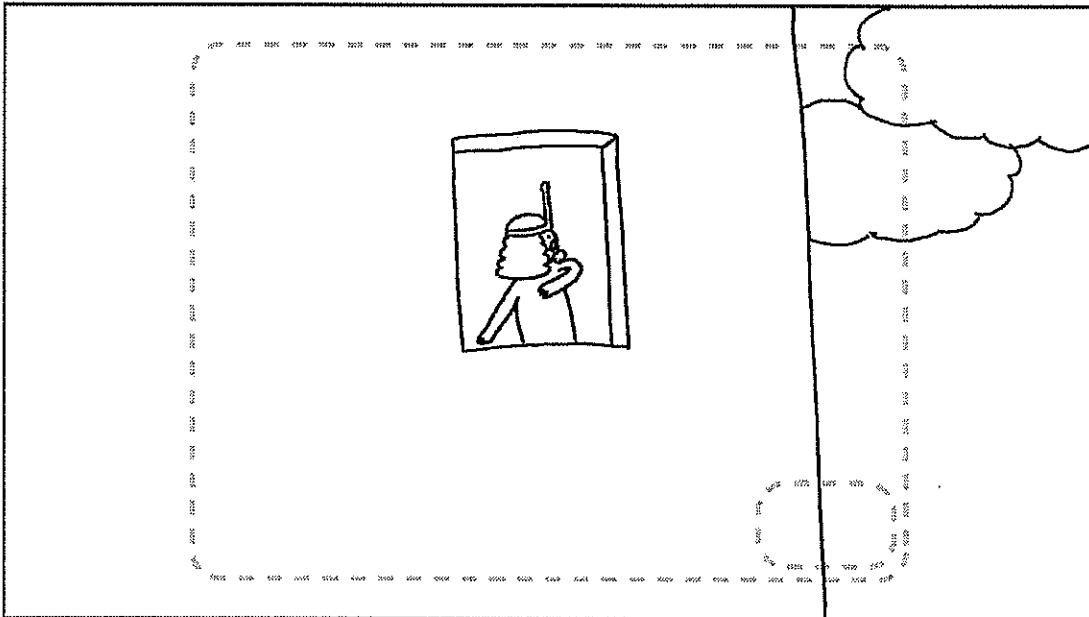
day night

Sc. 83

Pnl. B

Bg.

day night



Dialog:

Koo AH !

Action:

- CRUNCHY JUMPS ON KOO'S FACE.

Timing:

223

224

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 113

Sc. 83

Pnl. C

Bg.

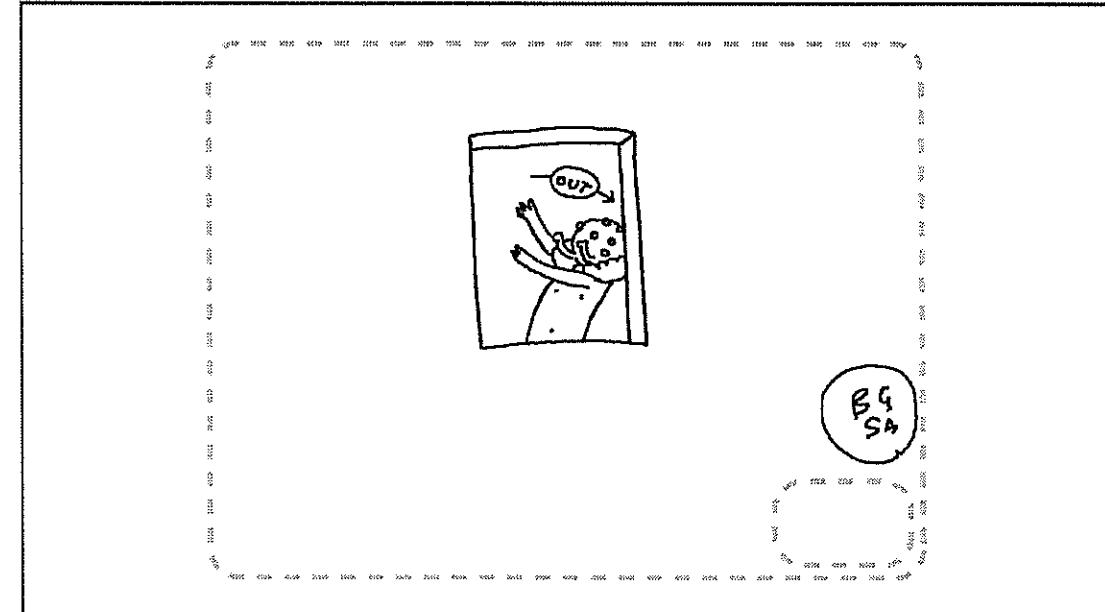
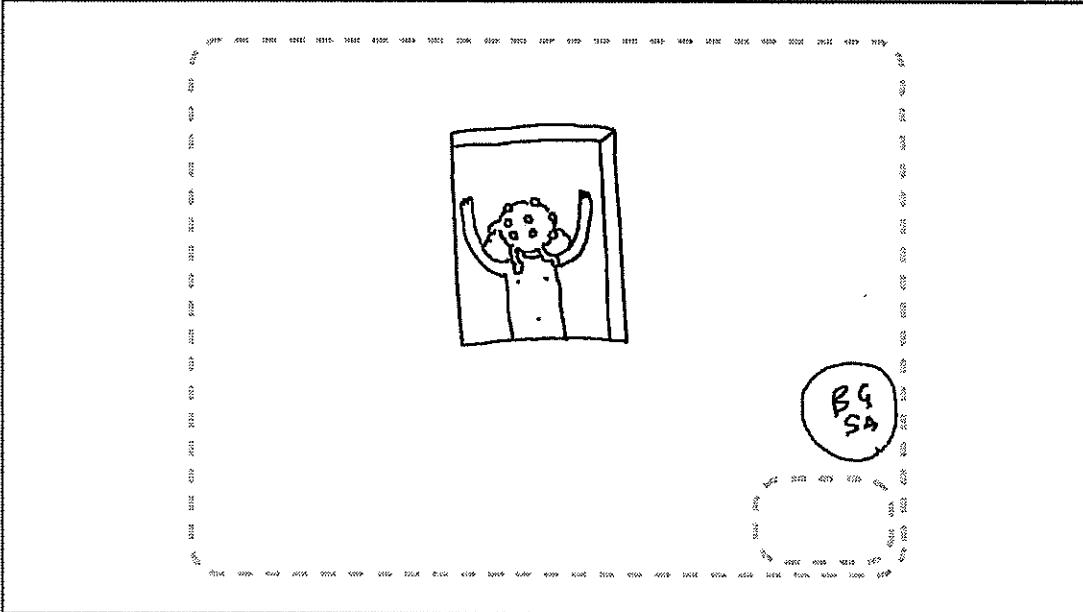
day night

Sc. 83

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

225

226

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 114

Sc. 83

Pnl. E

Bg.

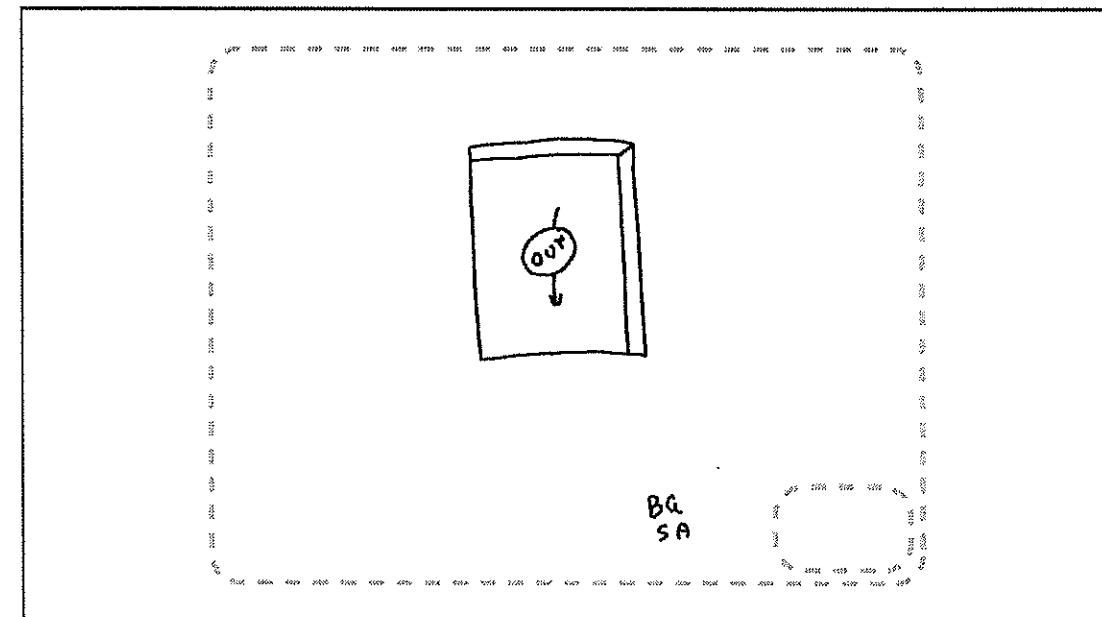
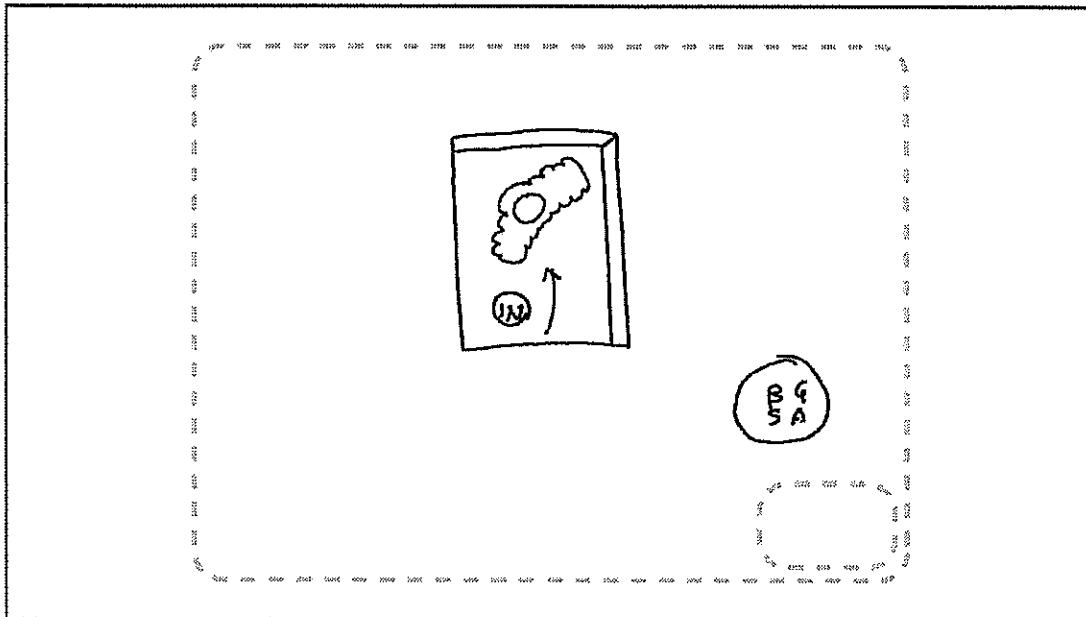
day night

Sc. 83

Pnl. F

Bg.

day night



Dialog:

Action:

(WIG .)

Timing:

227

228

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 1 / 5

Sc. 84

Pnl. A

Bg.

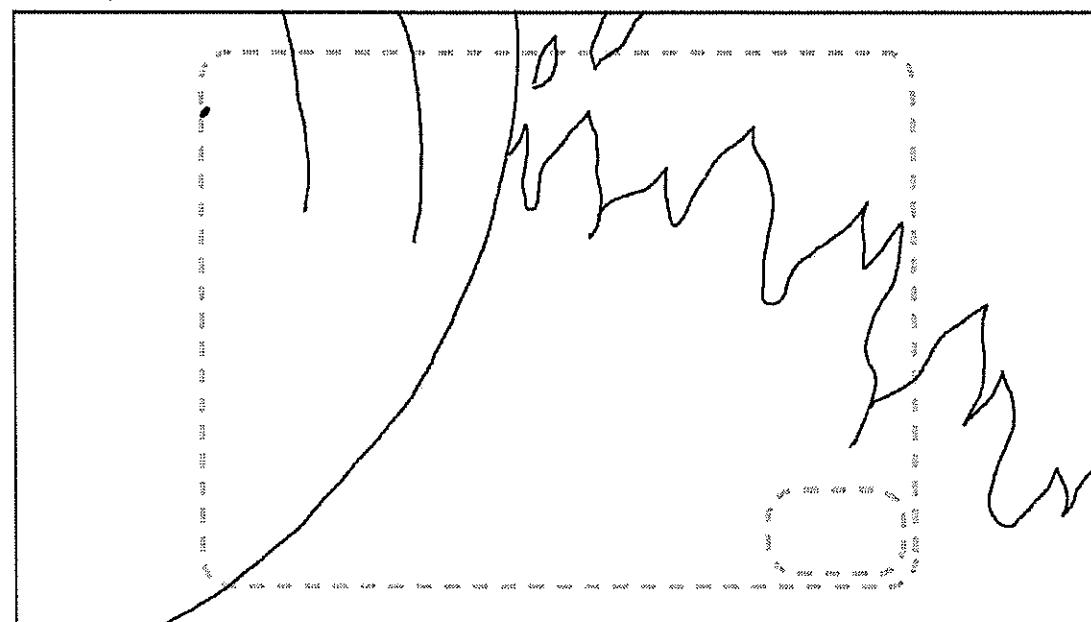
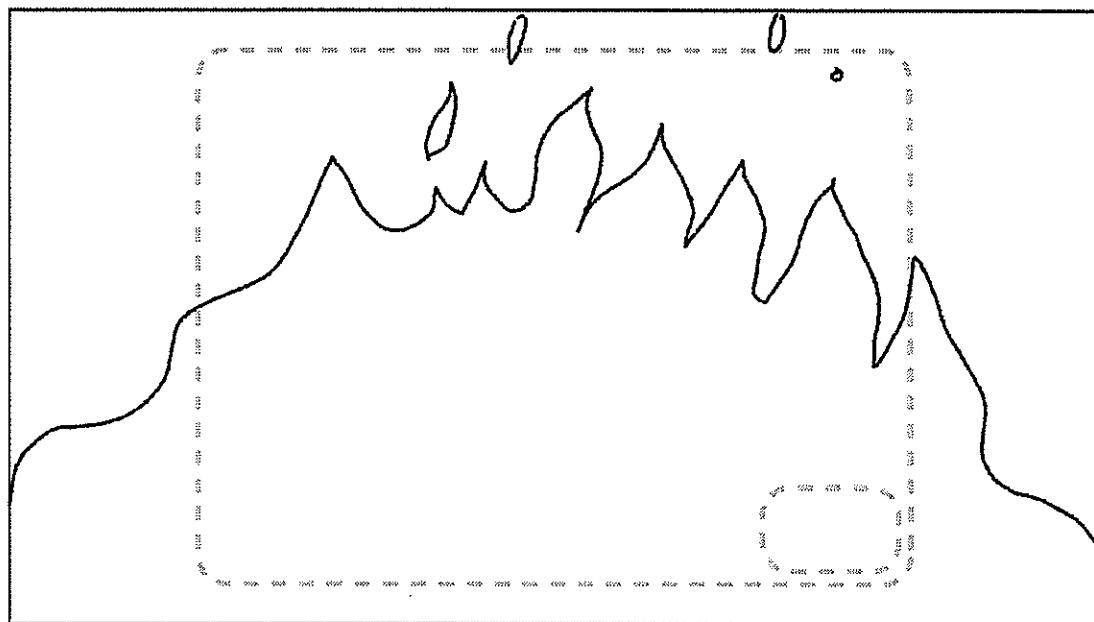
day night

Sc. 84

Pnl. B

Bg.

day night



Dialog:



(STRUGGLING)



(STRUGGLING)

Action:

FIRE

FIRE

Timing:

229

230

Production :

EPISODE # 1034-219

ADVENTURE TIME



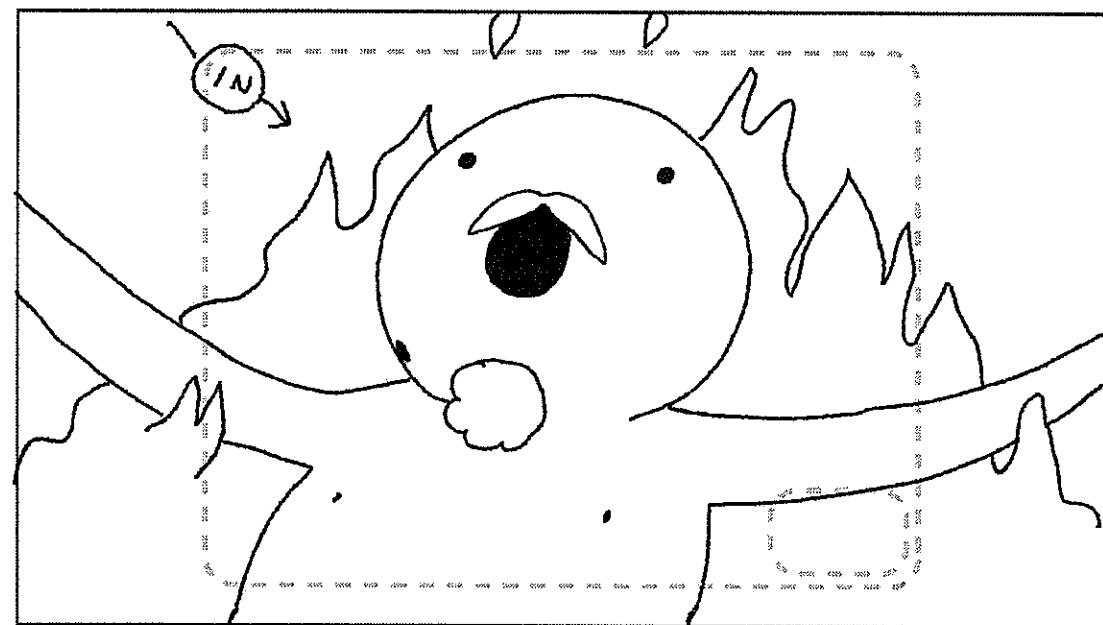
Page 116

Sc. 84

Pnl. C

Bg.

day night

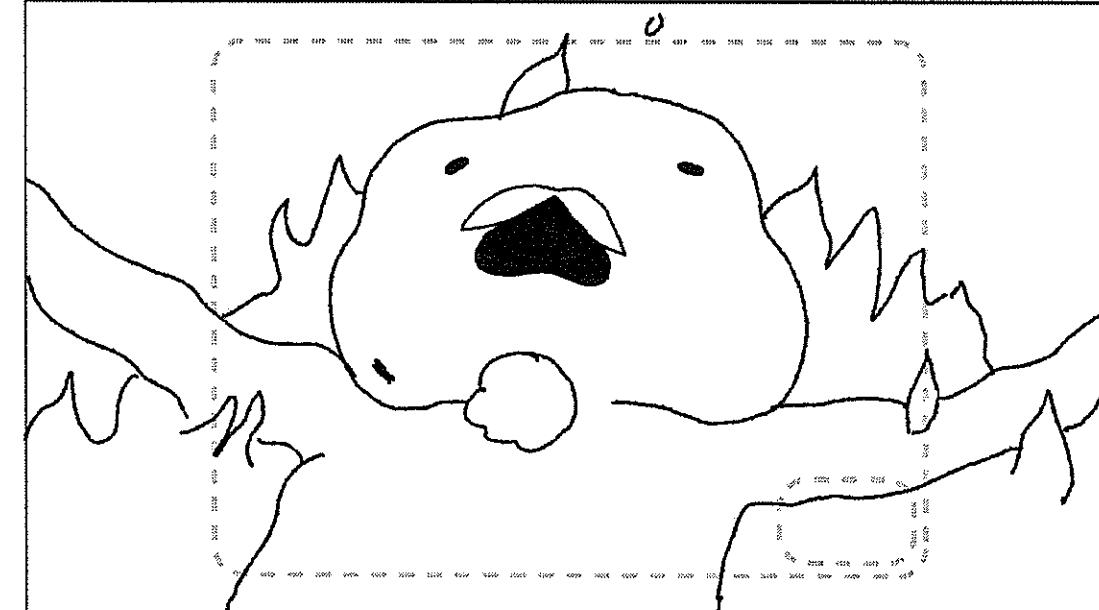


Sc. 84

Pnl. D

Bg.

day night



Dialog:



BUT

YOU

Action:

Timing:

231

232

EPISODE # 1034-219

Production :

ADVENTURE TIME

1034/219

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Sc. 84 cont

Pnl. E

Bg.



day night



Dialog:

KING
OF
OOO

(cont.)

OOOOOUVE MUUUUUU EEEEEE !!!

Action:

- KOO MELTS

(HE'S MADE OF EAR WAX)

Timing:

MAY 18 2015

(F1)

scribble scribble scribble
TO CUT OFF 1034/219

Page 117

day night

Sc. 84 cont

Pnl. F

Bg.



EPISODE # 1034-219

1034/219

ADVENTURE TIME



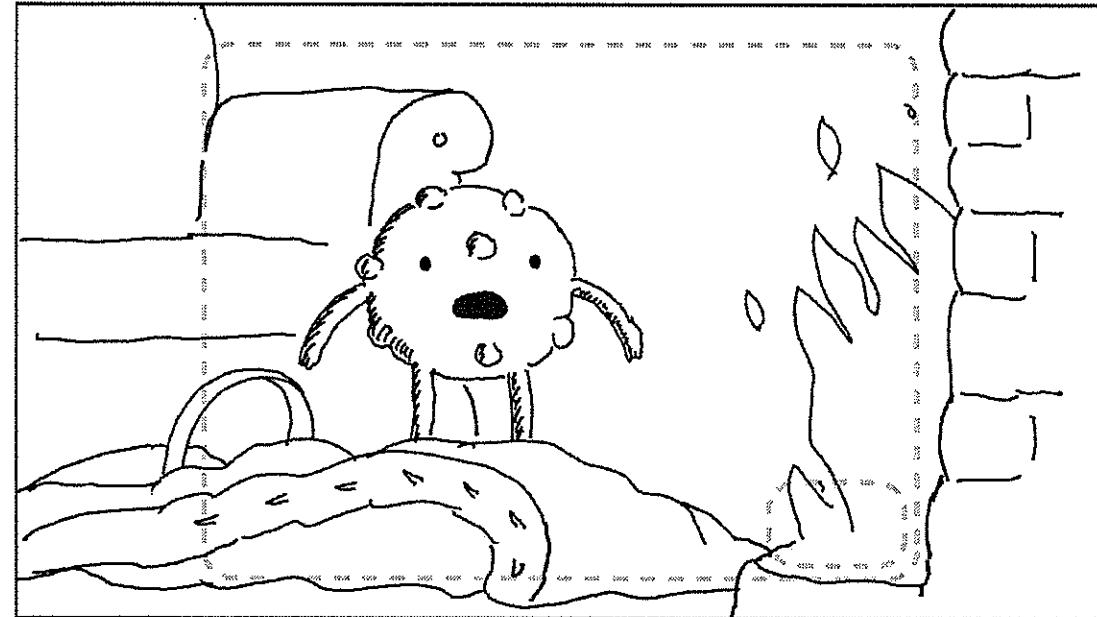
Page 118

Sc. 85

Pnl. A

Bg.

day night

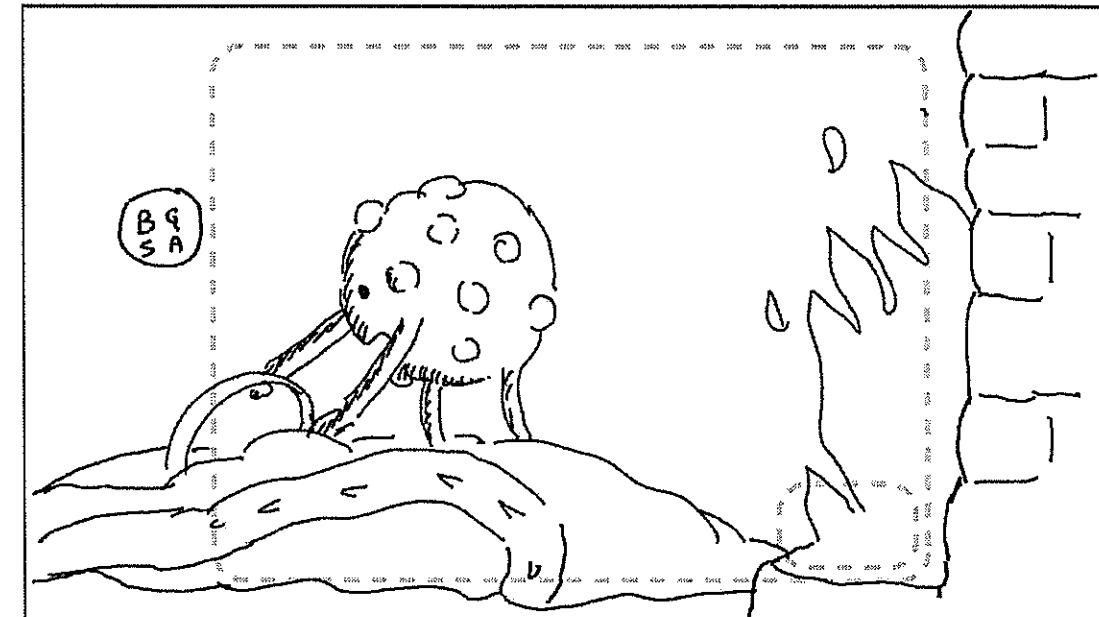


Sc. 85

Pnl. B

Bg.

day night



Dialog:

AND INSTEAD OF A WAX IDOL THEY SHALL

Action:

- CRUNCHY REACHES DOWN.

Timing:

235

236

EPISODE # 1034-219

Production :

ADVENTURE TIME



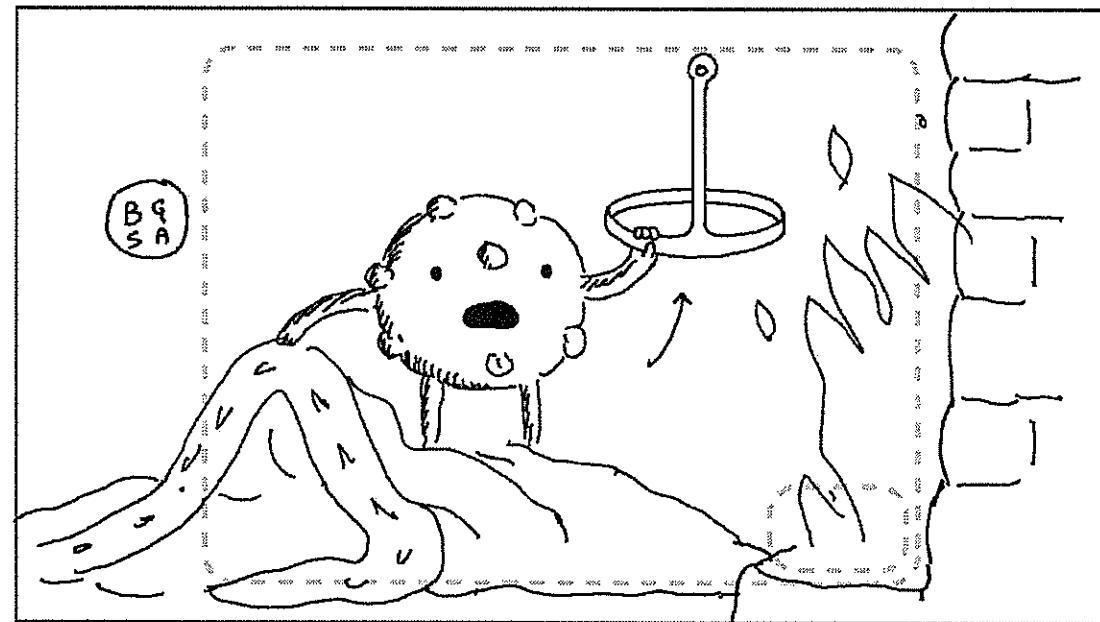
Page 119

Sc. 85

Pnl. C

Bg.

day night

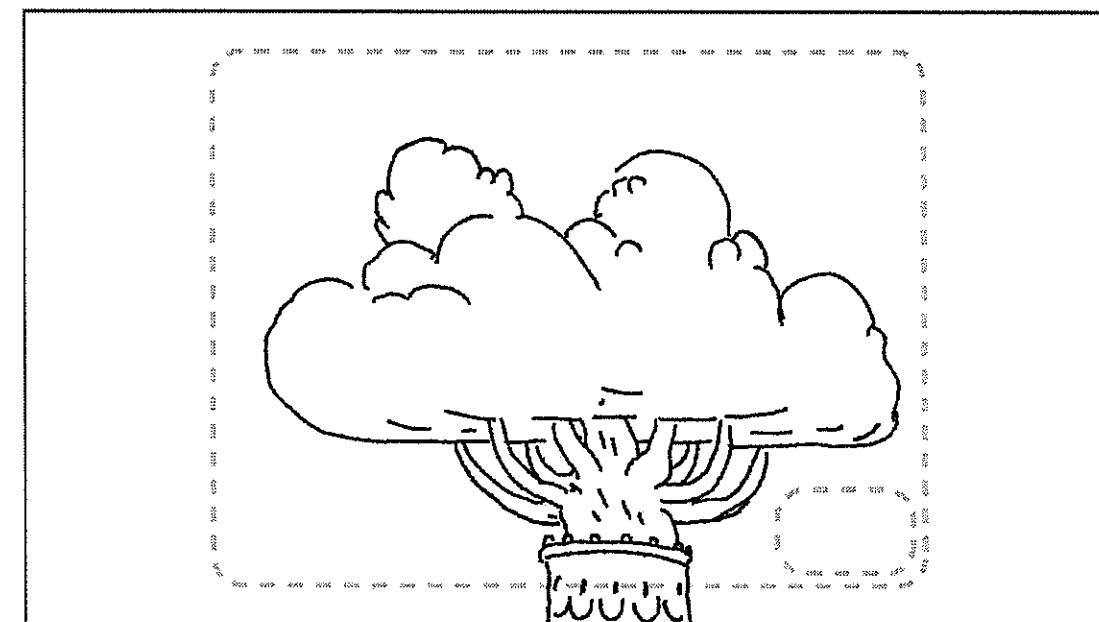


Sc. 86

Pnl. A

Bg.

day night



Dialog:

(C) (cont) HAVE A TRUE PRINCESS.

(C) (4/5)
WROUGHT OF IRON WITH TEETH
OF DIAMONDS.

Action:

Timing:

237

238

1034-219

EPISODE #

Production :

ADVENTURE TIME



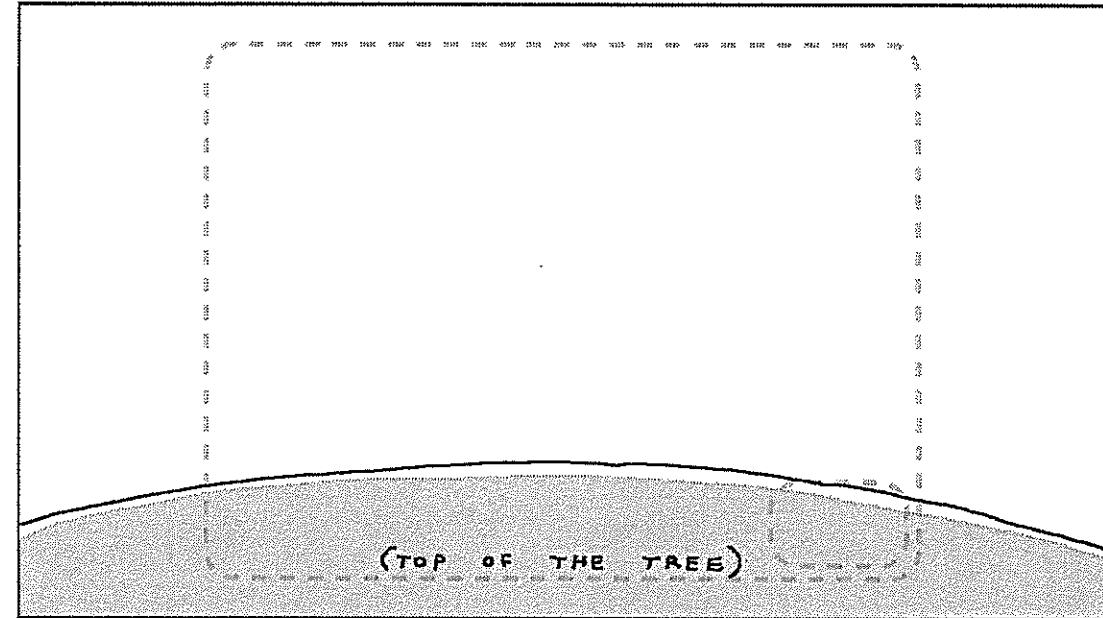
Page 120

Sc. 87

Pnl. A

Bg.

day night

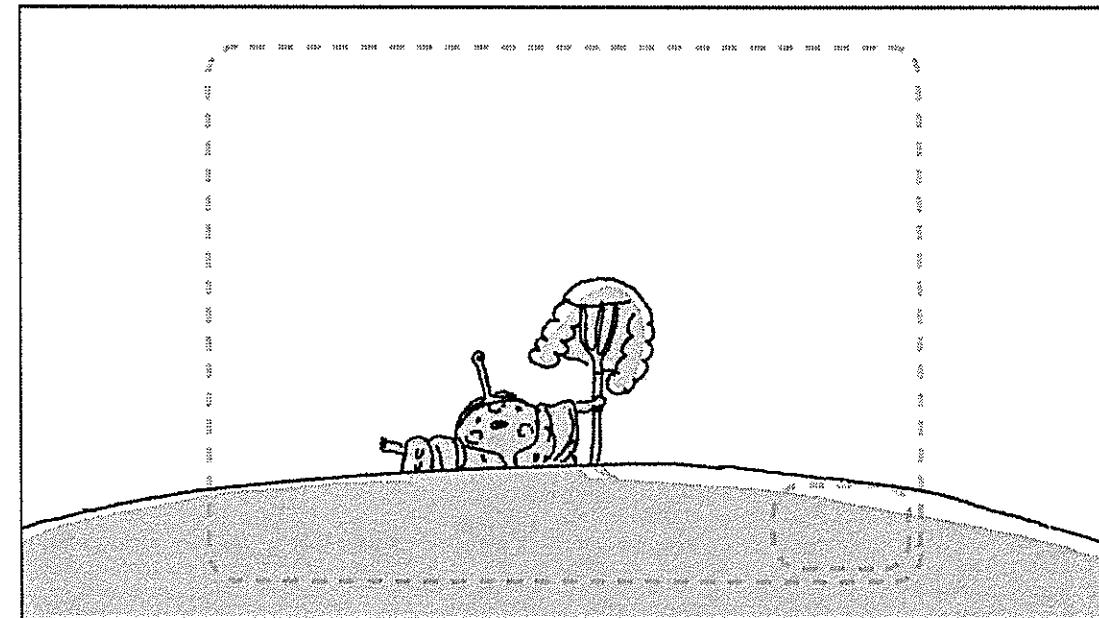


Sc. 87

Pnl. B

Bg.

day night



Dialog:

(C)(CONT) HER HEART IS ICE,

Action:

- CRUNCHY CRESTS THE TREE.

Timing:

239

240

EPISODE # 1034-219

Production :

ADVENTURE TIME



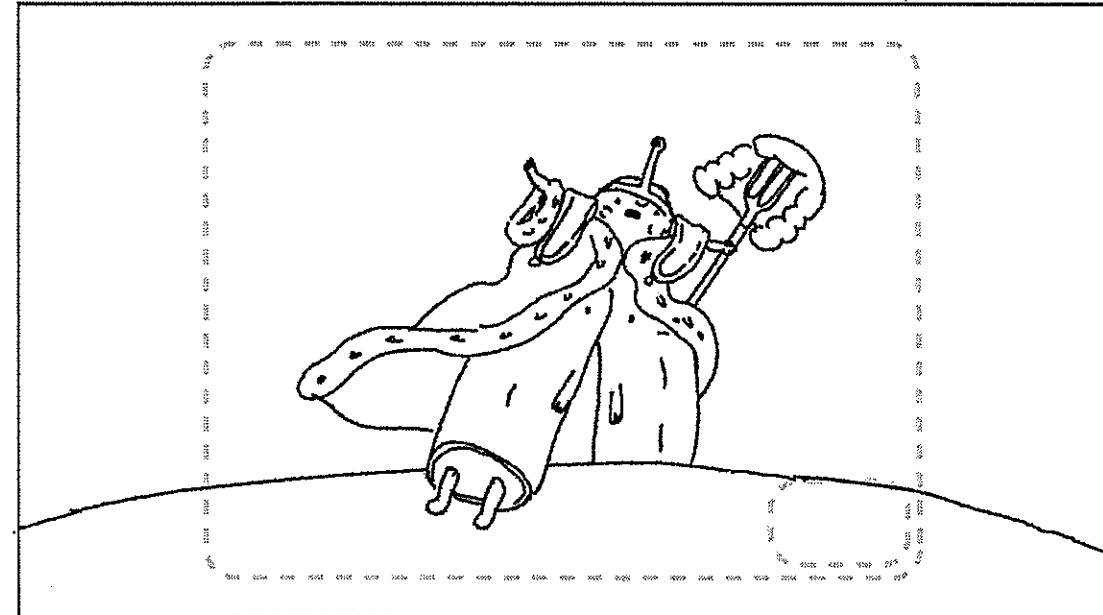
Page 121

Sc. 87

Pnl. c

Bg.

day night

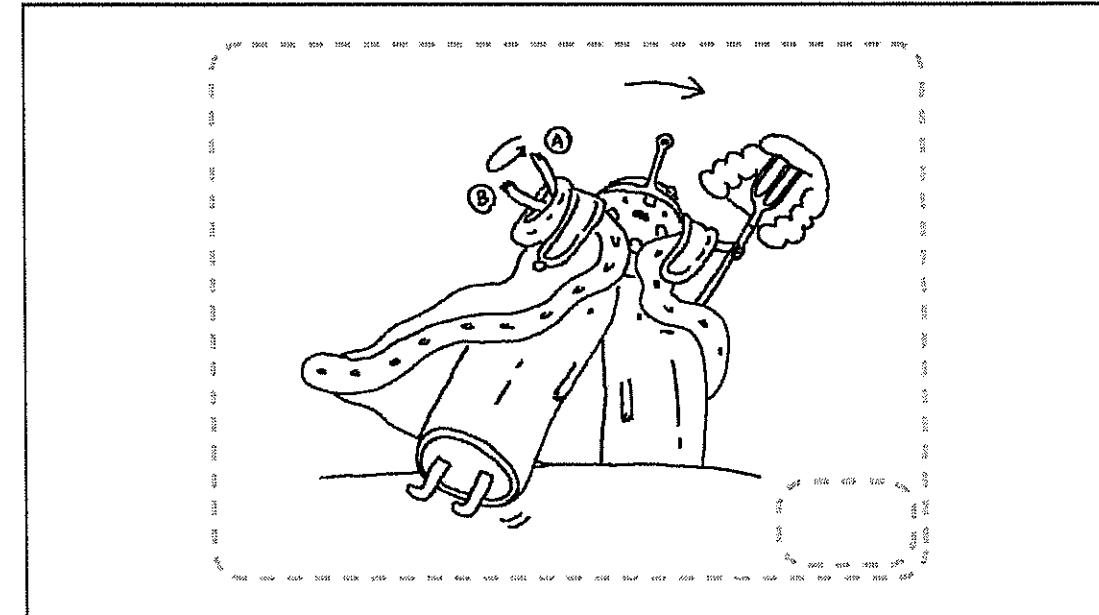


Sc. 87

Pnl. d

Bg.

day night



Dialog:

Q((CONT)) HER WILL IS FIRE!

Action:

-CRUNCHY TODDLING (LEGS ARE B.GUARDS)

Timing:

241

242

EPISODE # 1034-219

Production :

ADVENTURE TIME



122

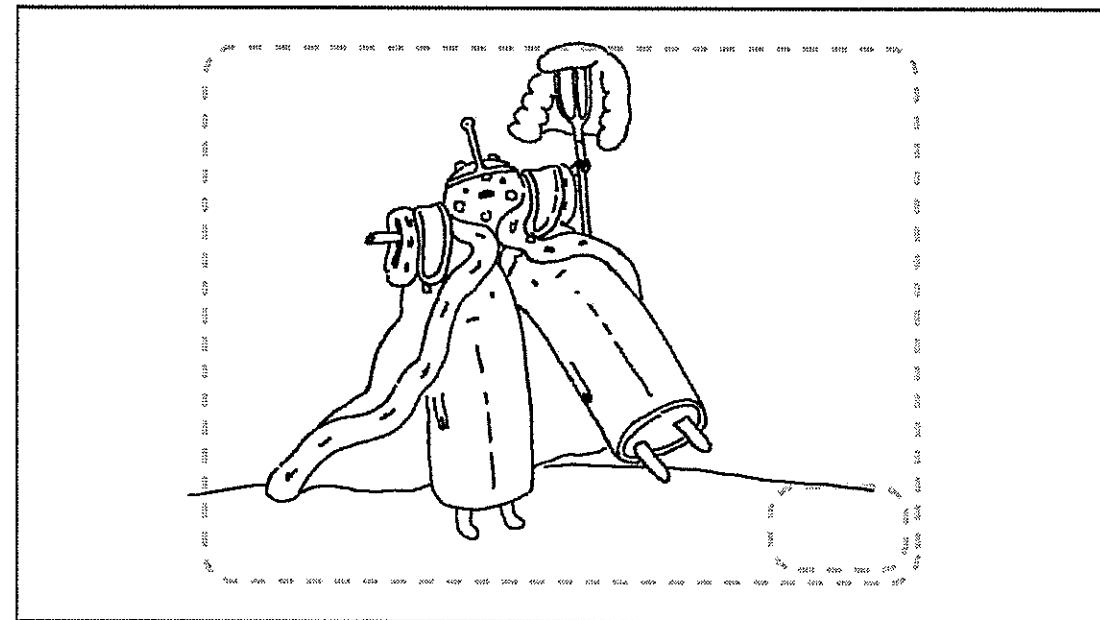
Page _____

Sc. 87

Pnl. E

Bg.

day night

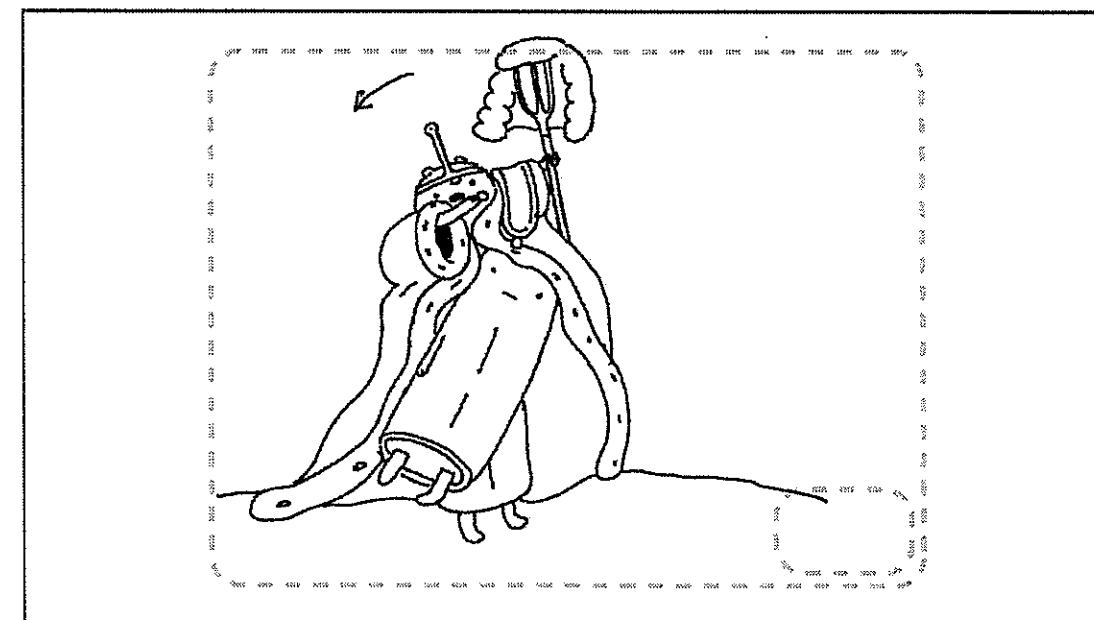


Sc. 87

Pnl. F

Bg.

day night



Dialog:

Q (cont) PRINCESS CRUNCHY:

Action:

Timing:

243

244

EPISODE # 1034-219

Production :

ADVENTURE TIME



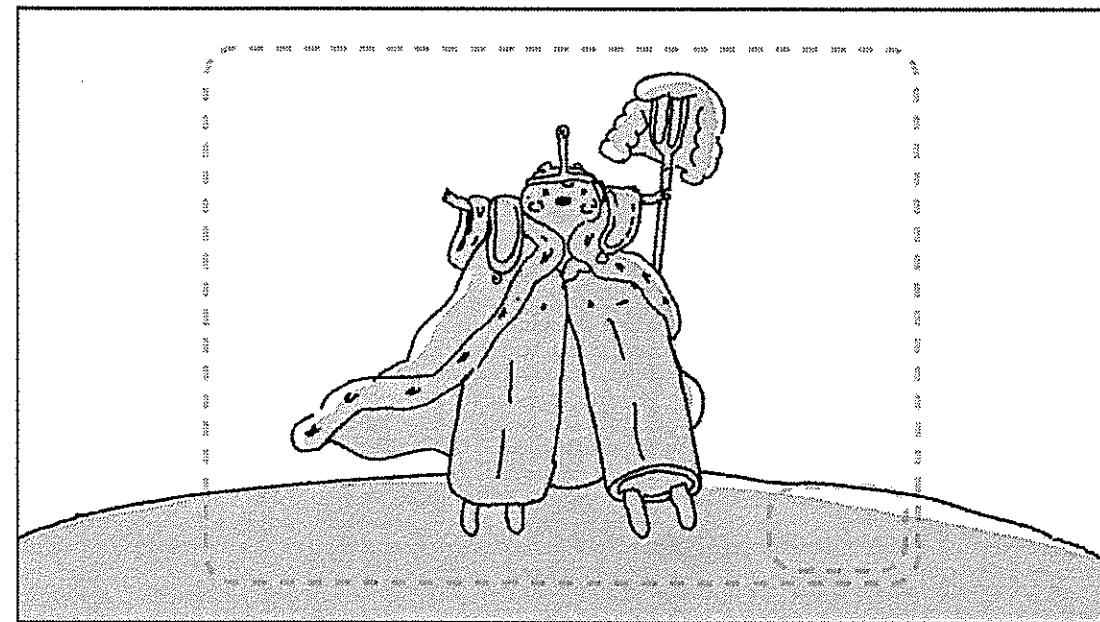
Page 1 2 3

Sc. 87

Pnl. G

Bg.

day night

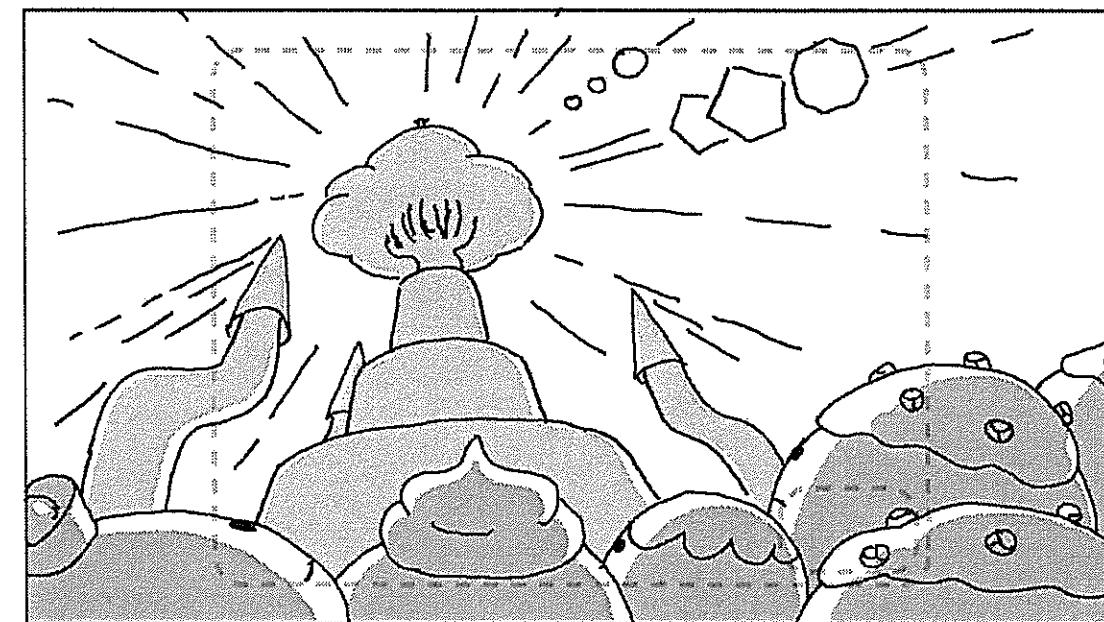


Sc. 88

Pnl. A

Bg.

day night



Dialog:

Q (cont) THE UNFORGIVING!

Action:

Timing:

245

246

Production :

EPISODE # 1034-219

ADVENTURE TIME



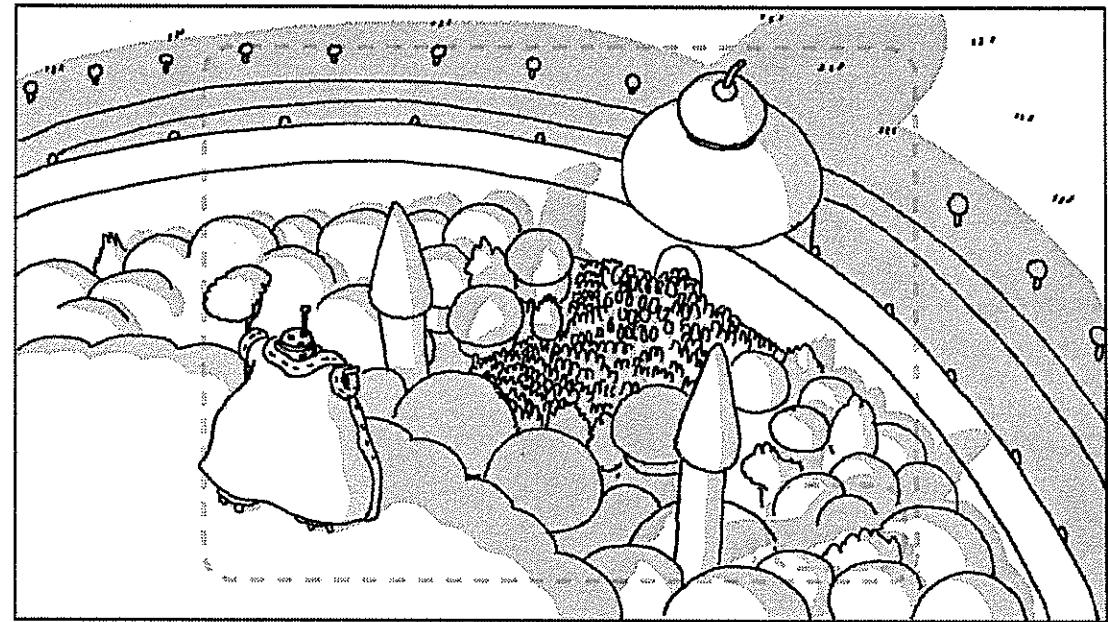
Page 124

Sc. 89

Pnl. A

Bg.

day night

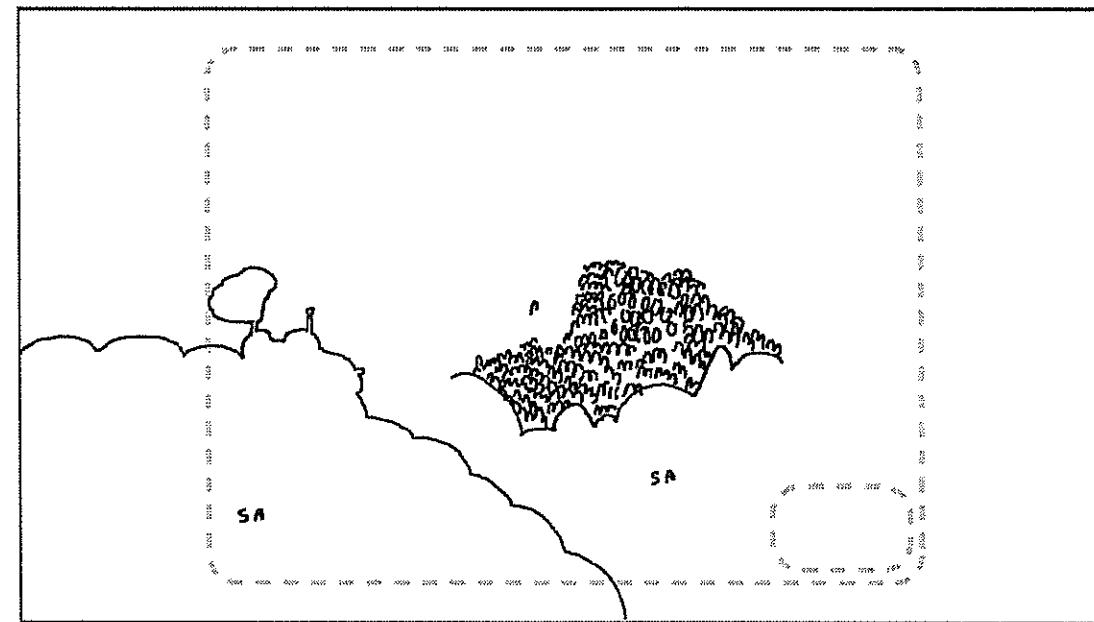


Sc. 89

Pnl. B

Bg.

day night



Dialog:

PRINCESS CRUNCHY COMMANDS YOU,
GO, FIGHT THAT THING FOR ME!

CANDY POP. // CHEERS //

Action:

Timing:

247

248

1034-219

EPISODE #

Production :

ADVENTURE TIME



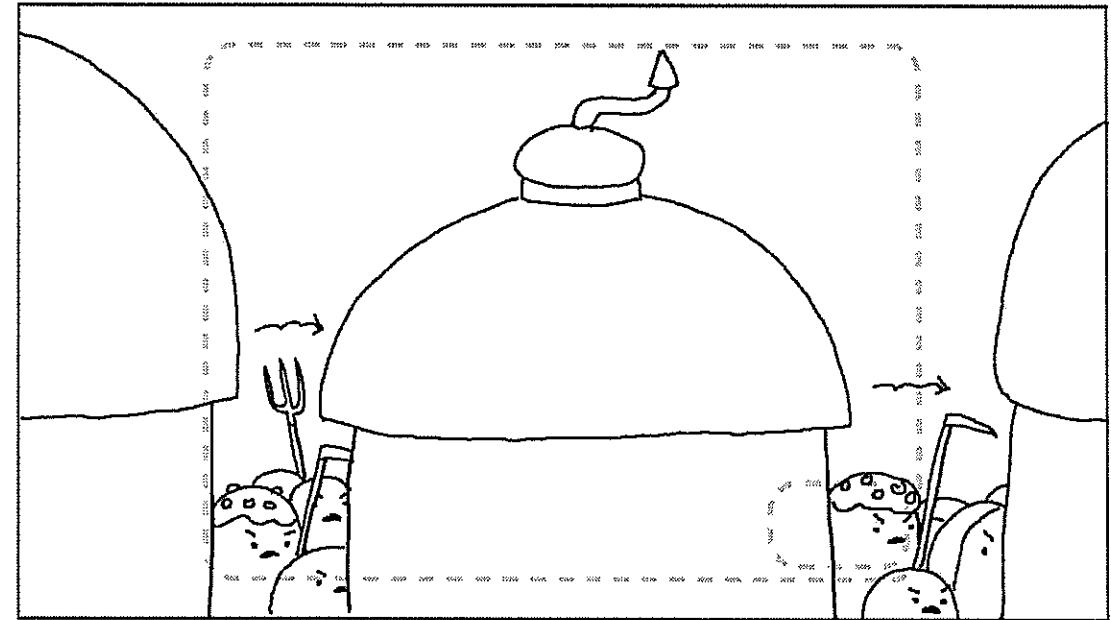
Page 1 2 5

Sc. 90

Pnl. A

Bg.

day night

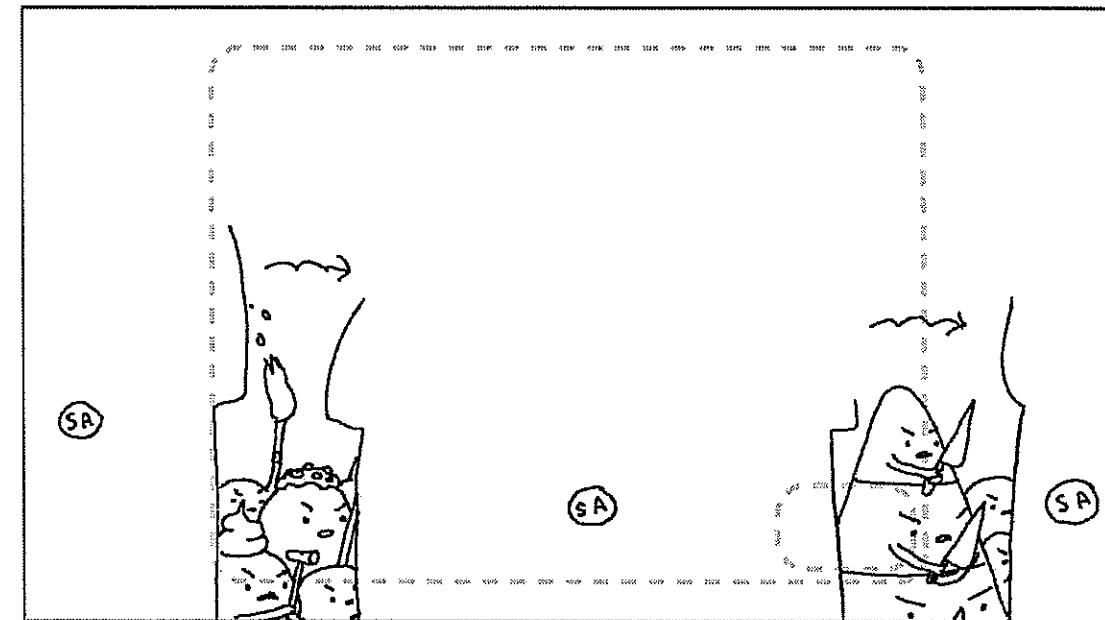


Sc. 90

Pnl. B

Bg.

day night



Dialog:

SFX (MOB NOISES)

Action:

- P.B.G's HOUSE, NOT PREVIOUSLY
SEEN IN FULL.

Timing:

249

250

EPISODE # 1034-219

Production :

ADVENTURE TIME



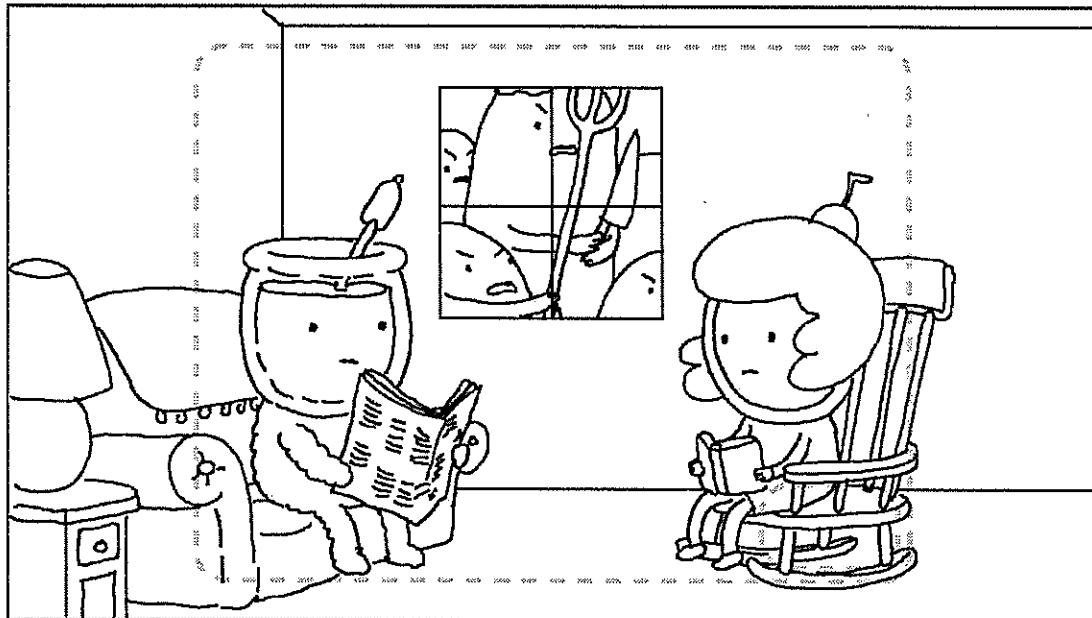
Page 126

Sc. 91

Pnl. A

Bg.

day night

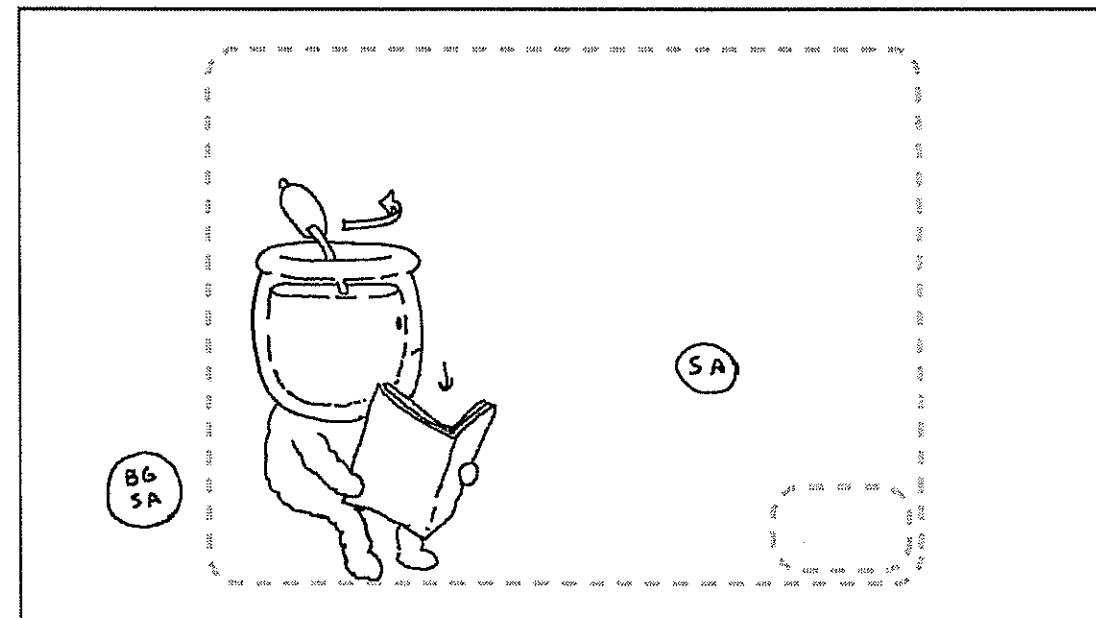


Sc. 91

Pnl. B

Bg.

day night



Dialog:

Action:

- CANDY PEOPLE STREAM BY WINDOW.

- DBG LOOKS OUT WINDOW.

Timing:

251

252

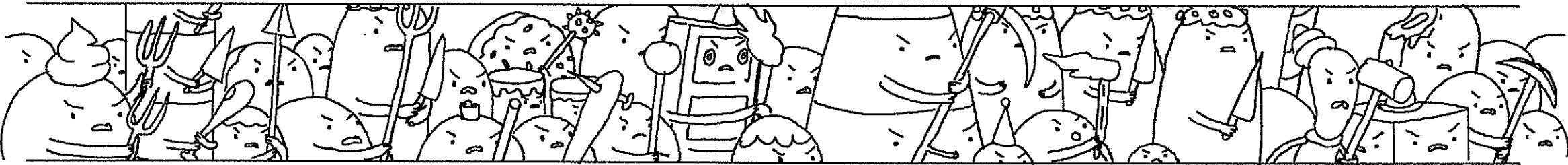
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 127



CANDY MOB GOING BY THE WINDOW.
WHAT DO YOU THINK, CAN THIS BE CYCLED
OR WILL IT LOOK CHEESY?

253

254

Production :

EPISODE #

1034-219

ADVENTURE TIME



Page 28

Sc. 91

Pnl. c

Bg.

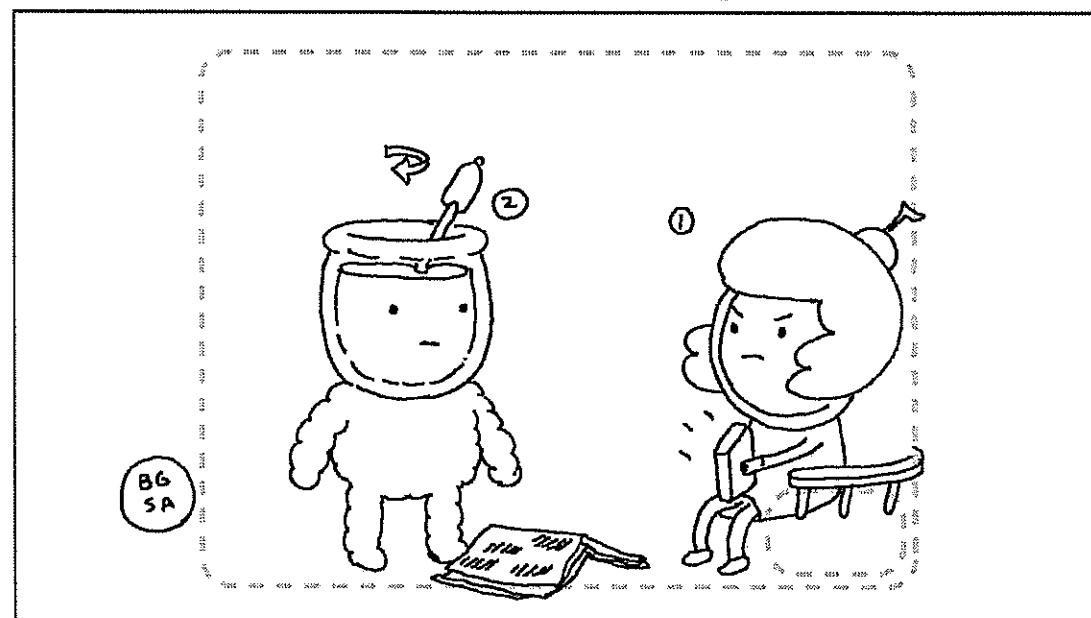
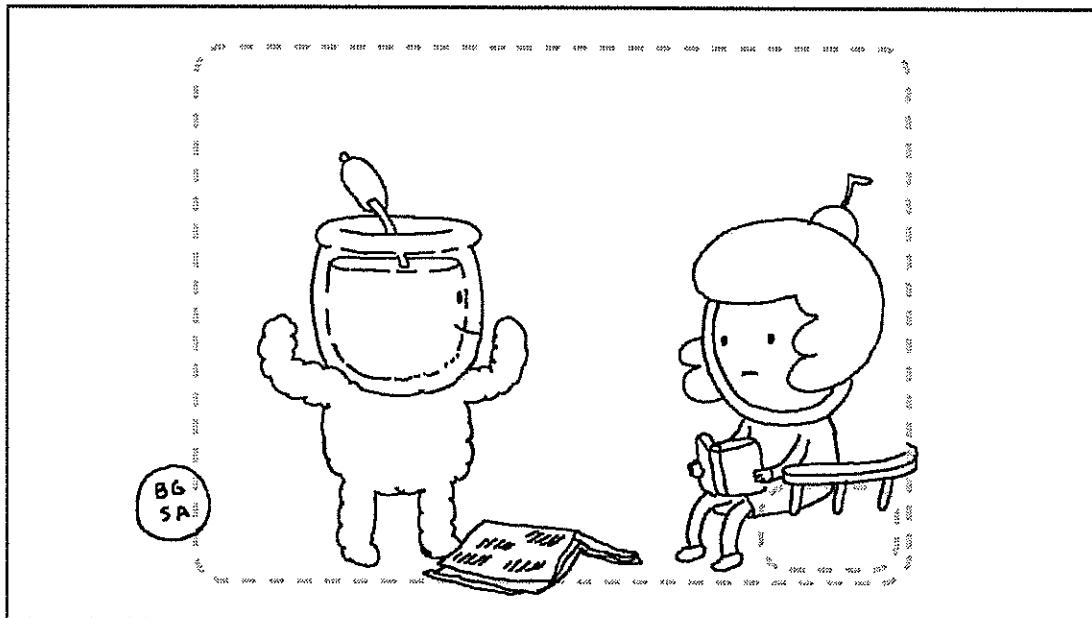
day night

Sc. 91

PnL.

Bg.

day night



Dialog:

~~SFX~~ : SNAP

Action:

-DBG LEAPS TO HIS FEET.

-CCS SNAPS HER BOOK SHUT

Timing:

255

25b

Production :

ADVENTURE TIME



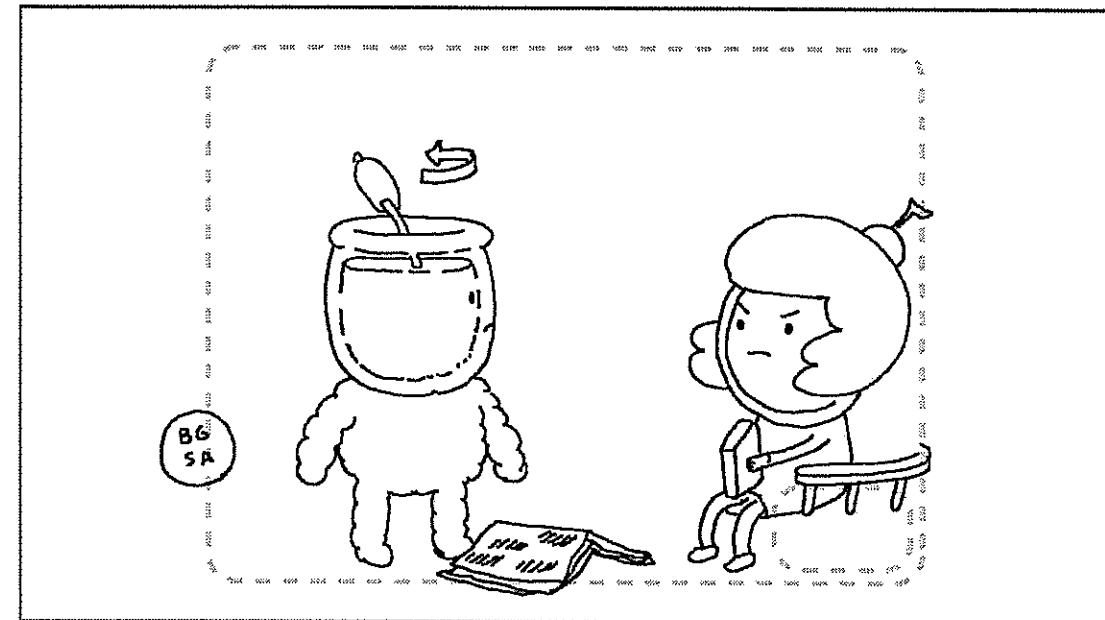
Page 129

Sc. 91

Pnl. E

Bg.

day night

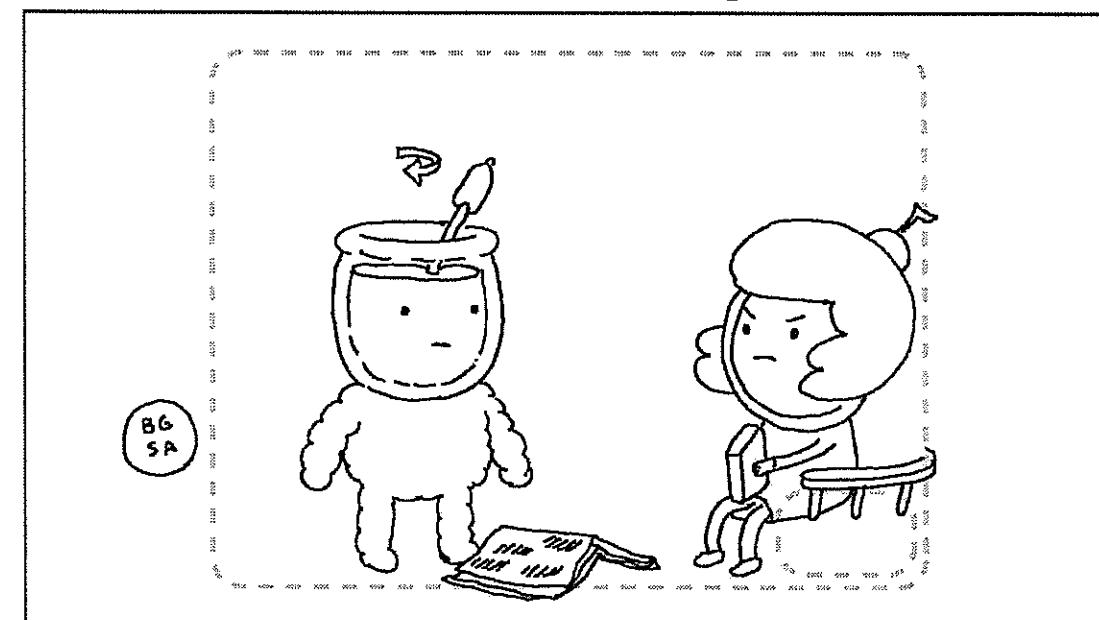


Sc. 91

Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

257

258

Production :

EPISODE #

1034-219

ADVENTURE TIME

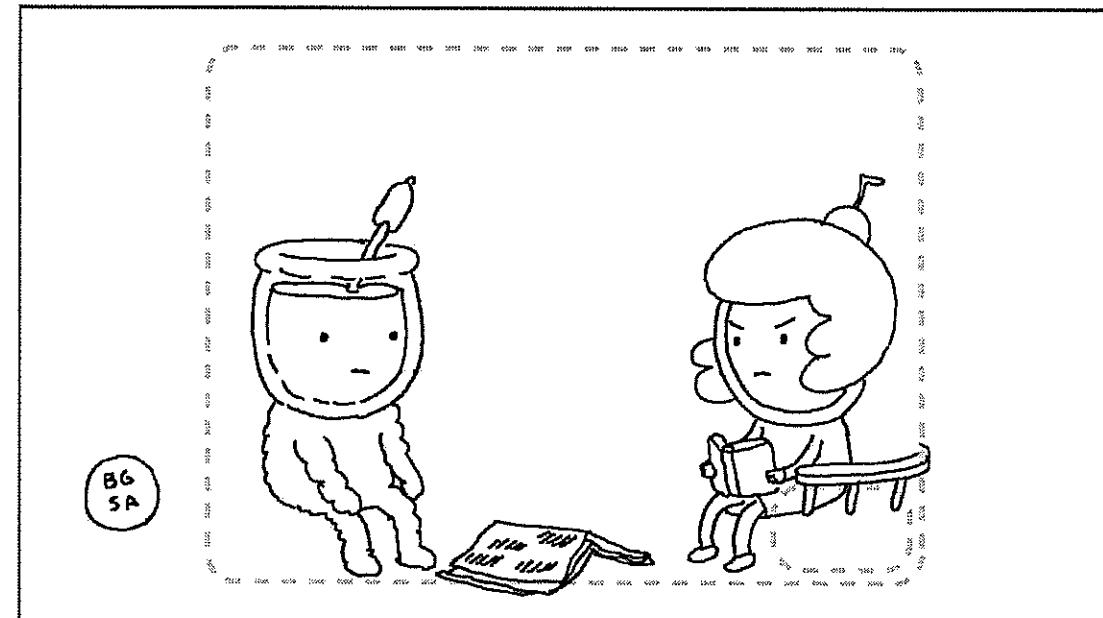


Sc. 91

Pnl. G

Bg.

day night

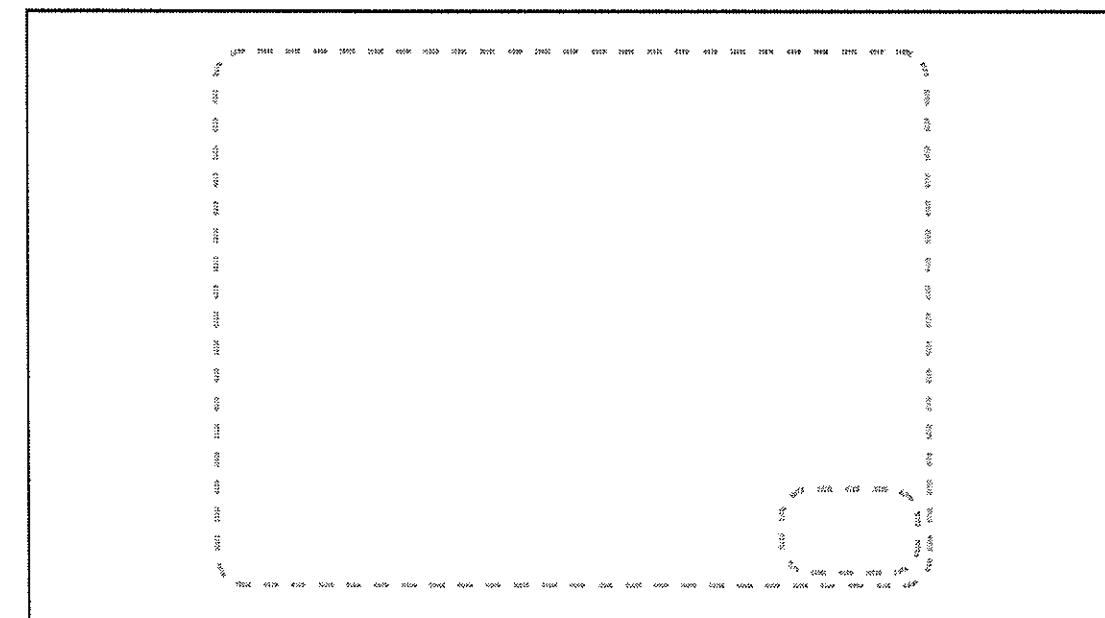


Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

- DBG SITS DOWN AGAIN.

(sky)

Timing:

259

260

Page 130

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 131

Sc. 92

Pnl. B

Bg.

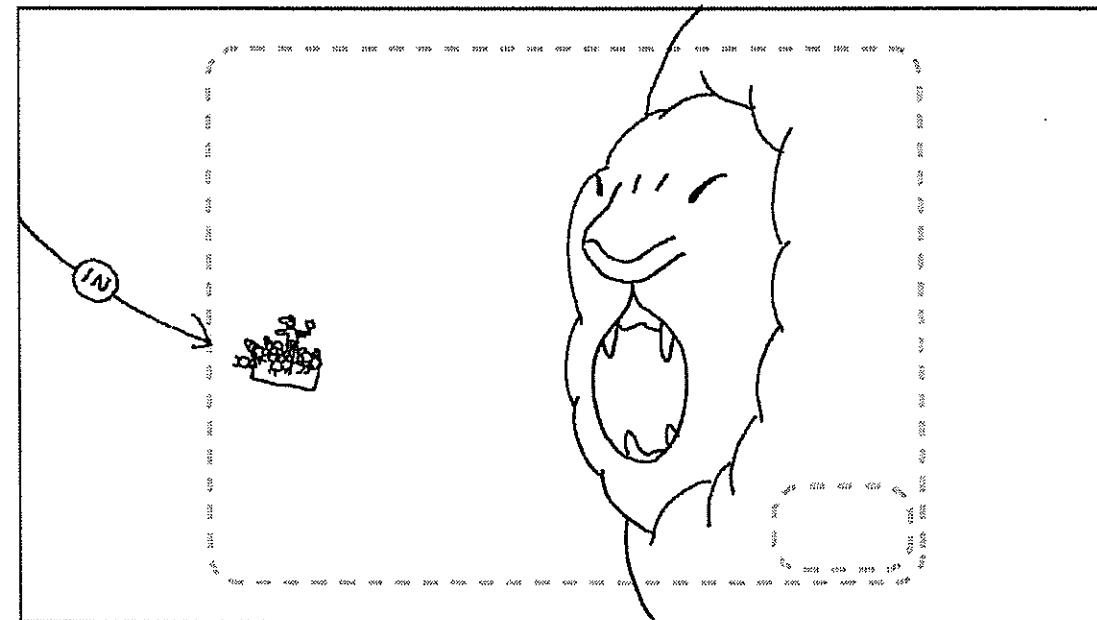
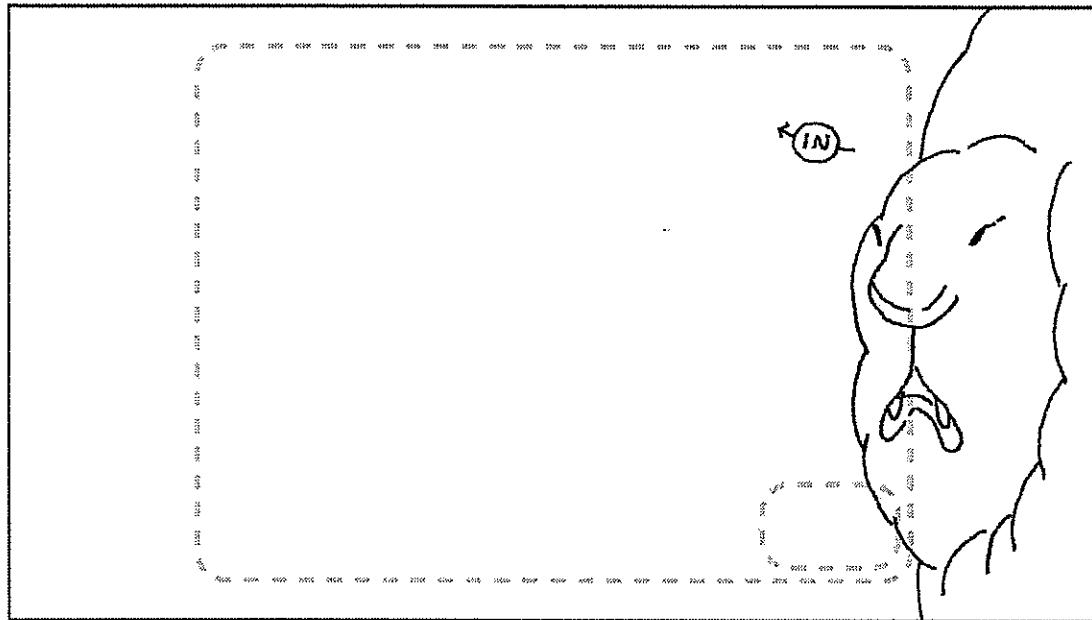
day night

Sc. 92

Pnl. C

Bg.

day night



Dialog:

ESSENCE = ROARING =

Action:

- V.E. LOOMS ON/S.

- PB SWOOPS ON/S.

Timing:

261

262

EPISODE # 1034-219

Production :

ADVENTURE TIME



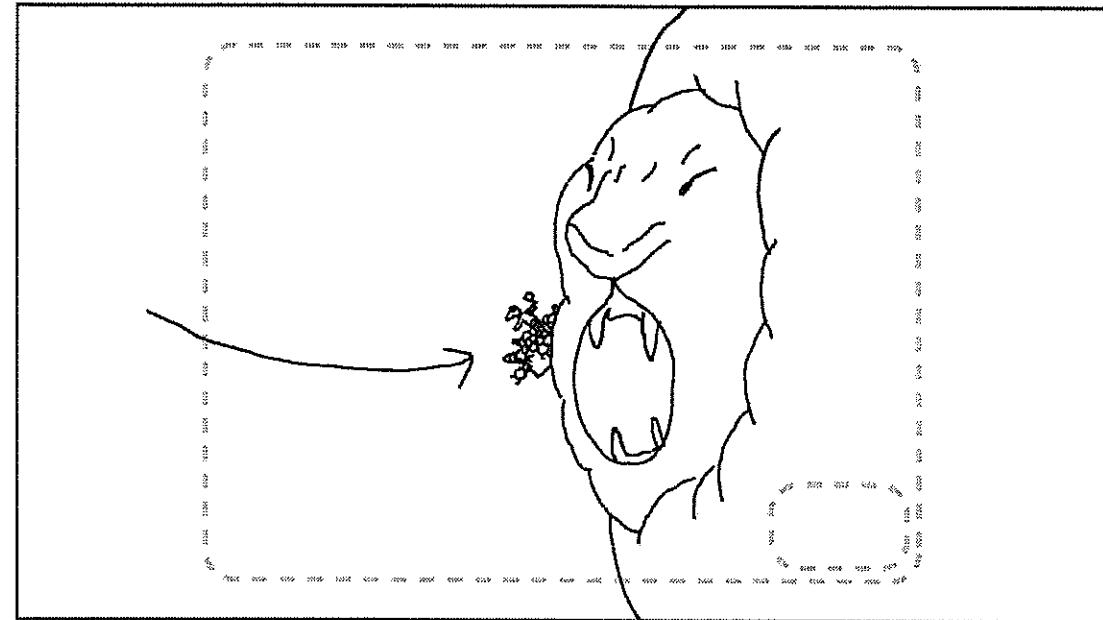
Page 152

Sc. 92

Pnl. D

Bg.

day night

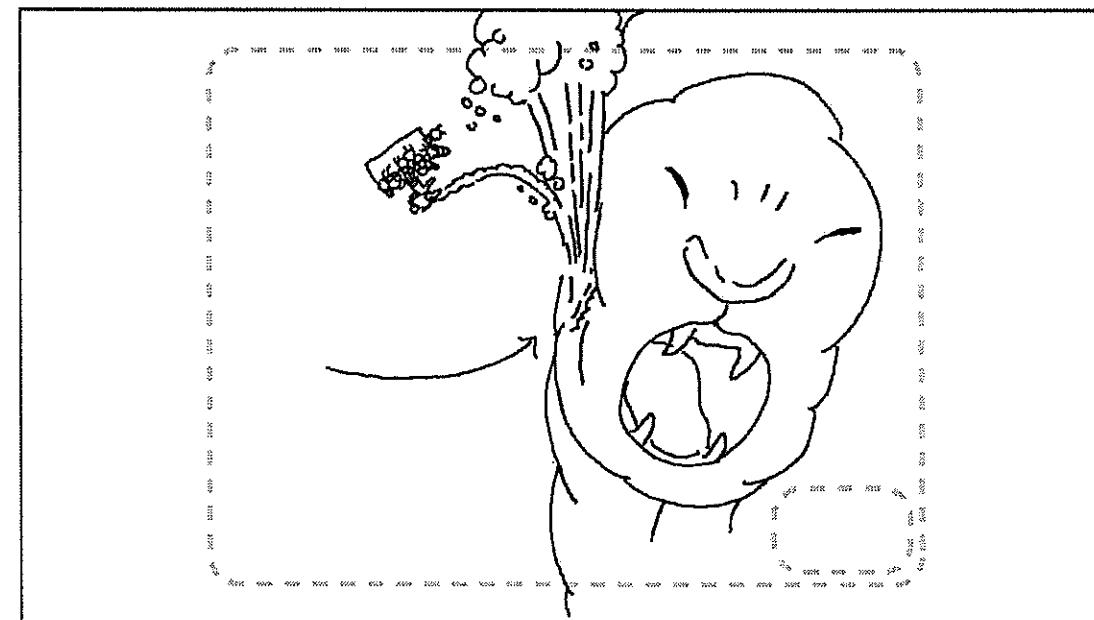


Sc. 92

Pnl. E

Bg.

day night



Dialog:

ESSENCE: [ROAR]

SFX: * FSHHH *

Action:

- PB LOOPS BACK, DRAGS HATCHET BEHIND HER
- STEAM SHOOTS OUT of RENT.

Timing:

263

264

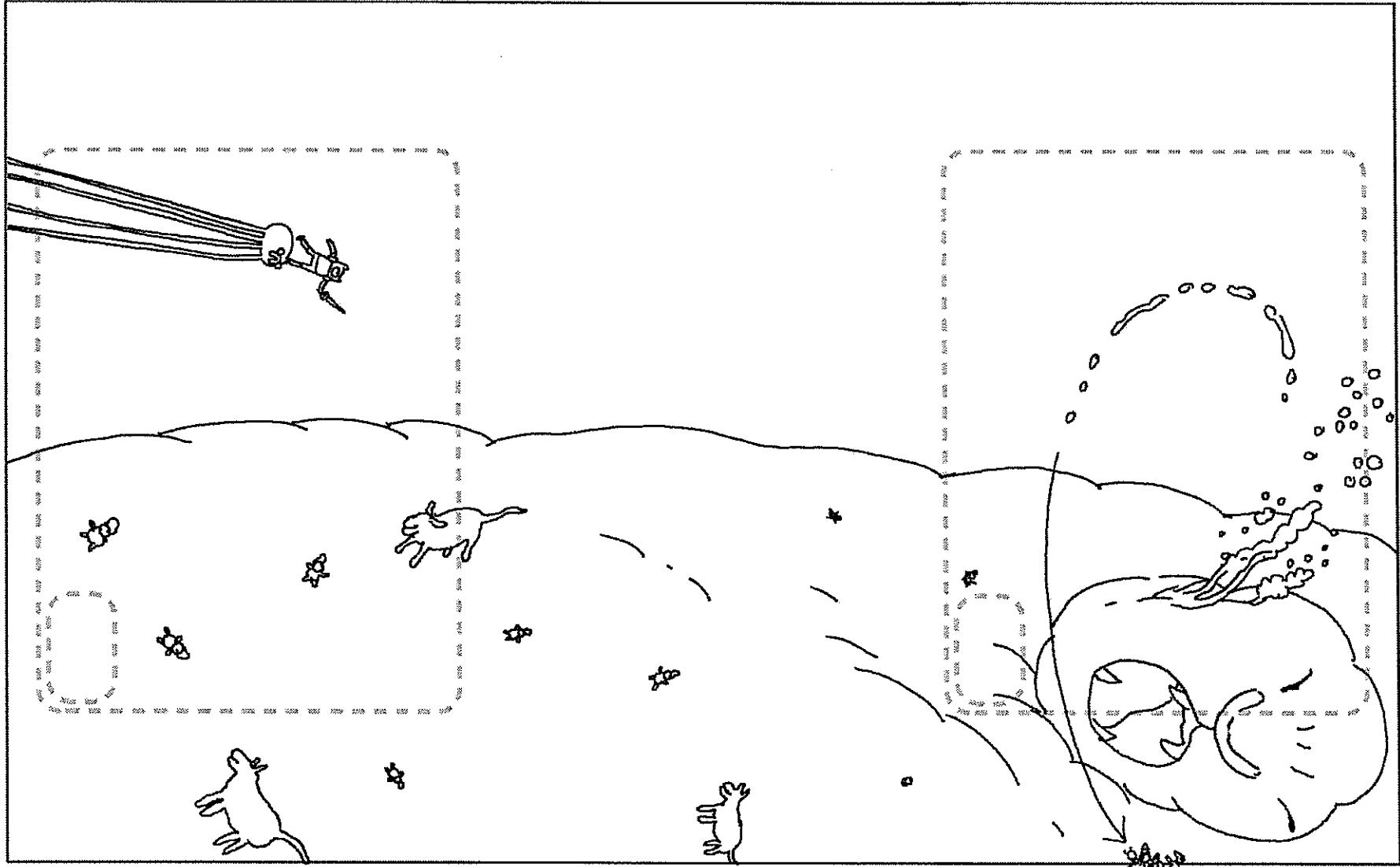
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 133



- PAN DOWN
ESSONCE'S
BODY.

265

266

Sc. 92

Pnl. E

Bg.

day night

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 134

Sc. 92

Pnl. G

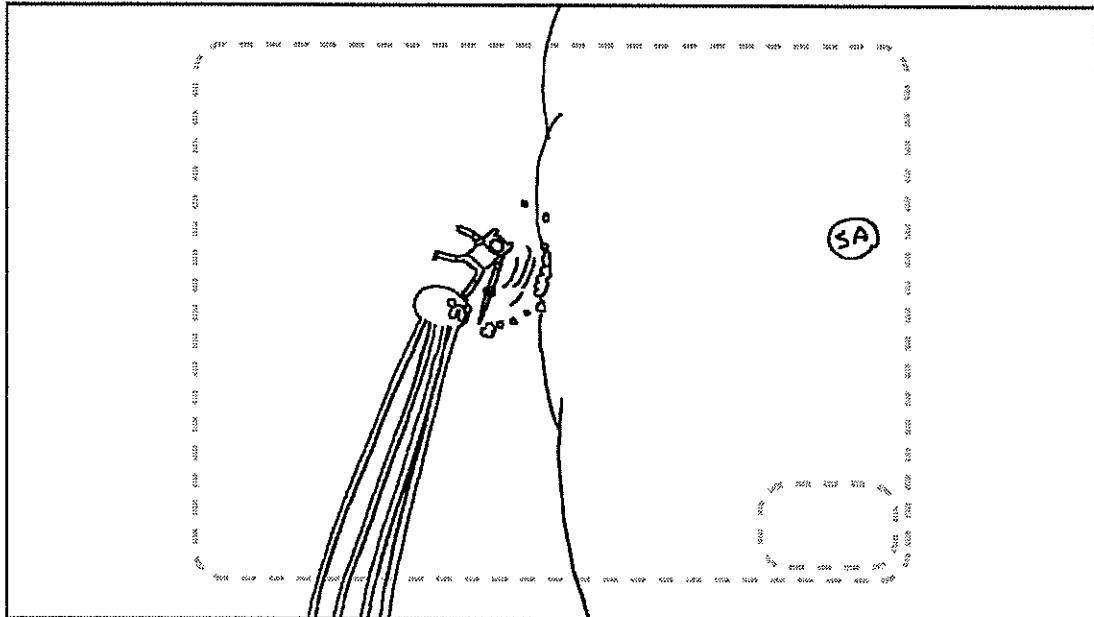
Bg.

day night

Pnl. H

Bg.

day night

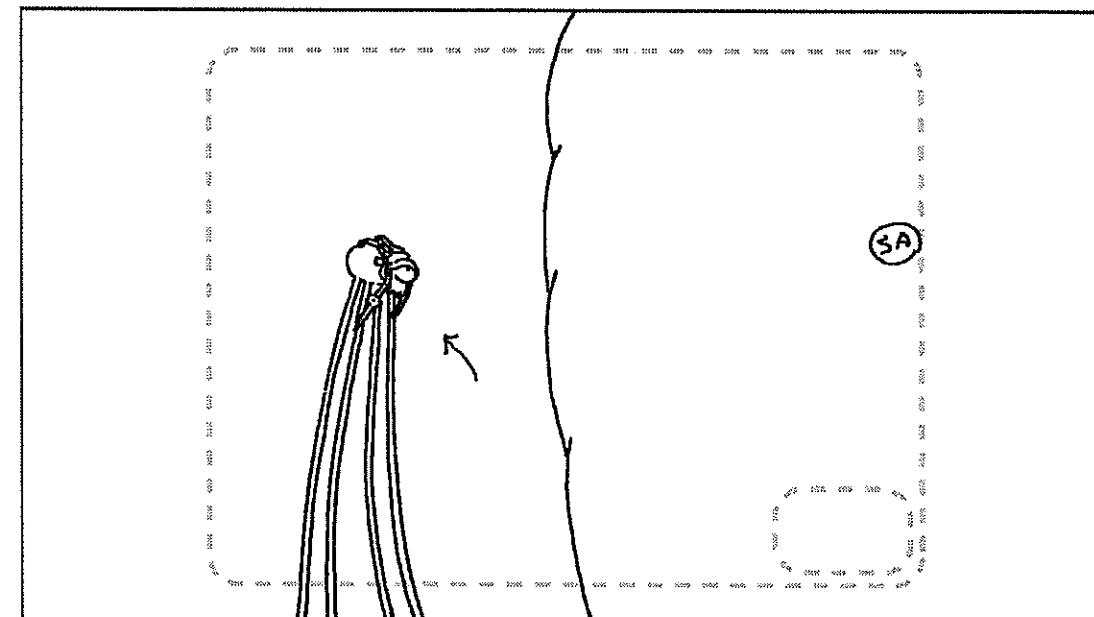


Sc. 92

Pnl. H

Bg.

day night



Dialog:

(F) UGH!

Action:

- F. CUTS AT ESSENCE
WITH STAKE SWORD,
LOSES BALANCE.

- JAKE SWAYING.

Timing:

267

268

Production :

EPISODE # 1034-219

ADVENTURE TIME



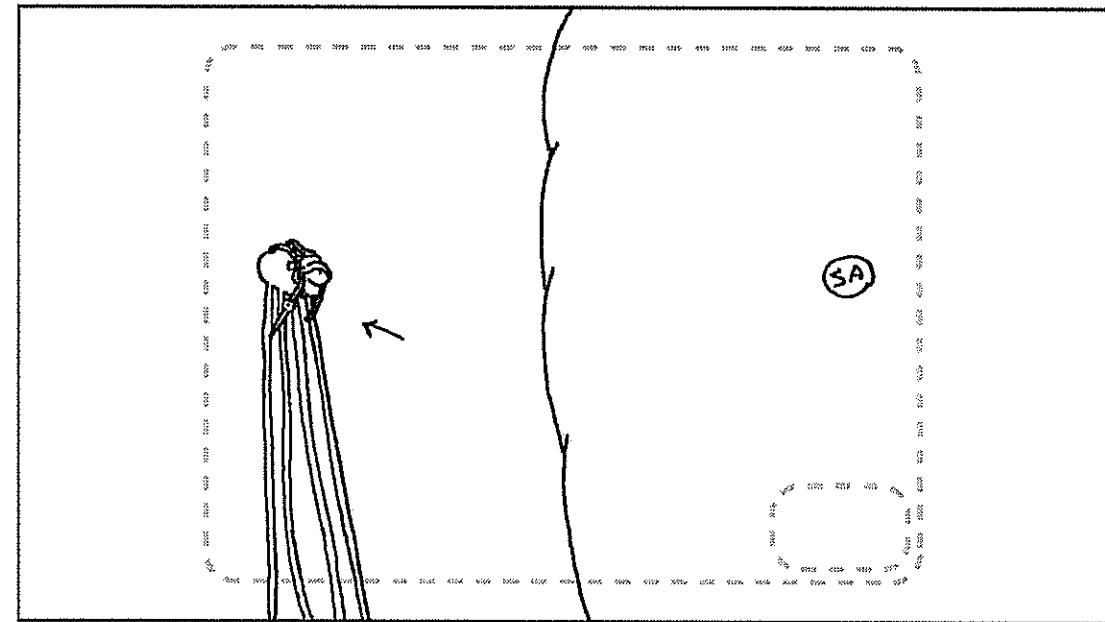
Page 135

Sc. 92

Pnl. I

Bg.

day night

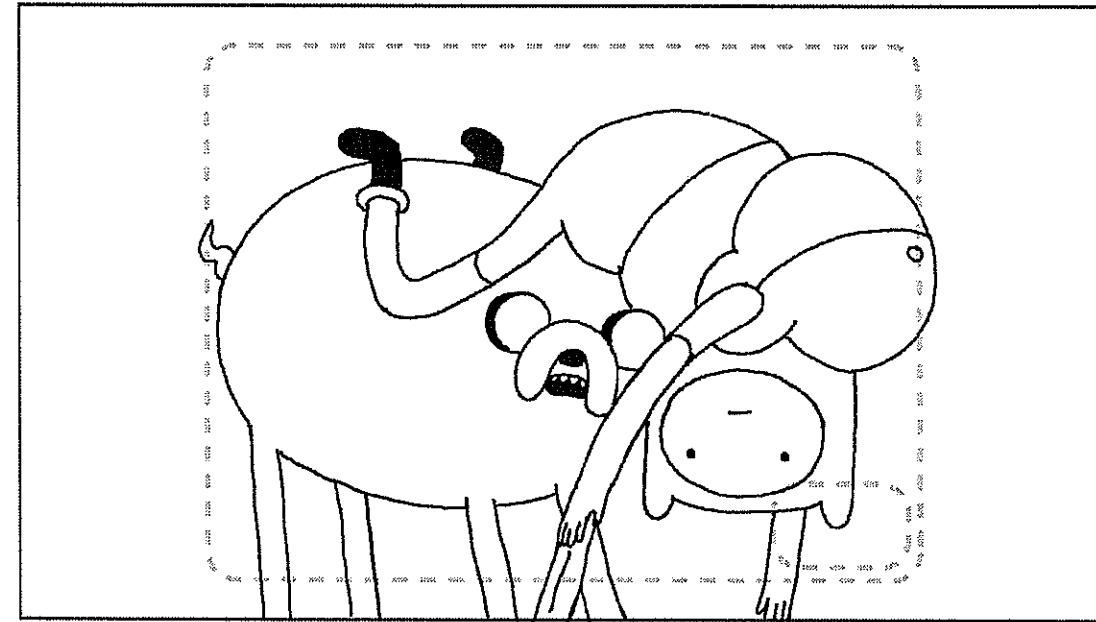


Sc. 93

Pnl. A

Bg.

day night



Dialog:

J / THIS AIN'T WORKIN',
IT'S JUST FART GRABBIN',

Action:

Timing:

269

270

1034-219

EPISODE #

Production :

ADVENTURE TIME



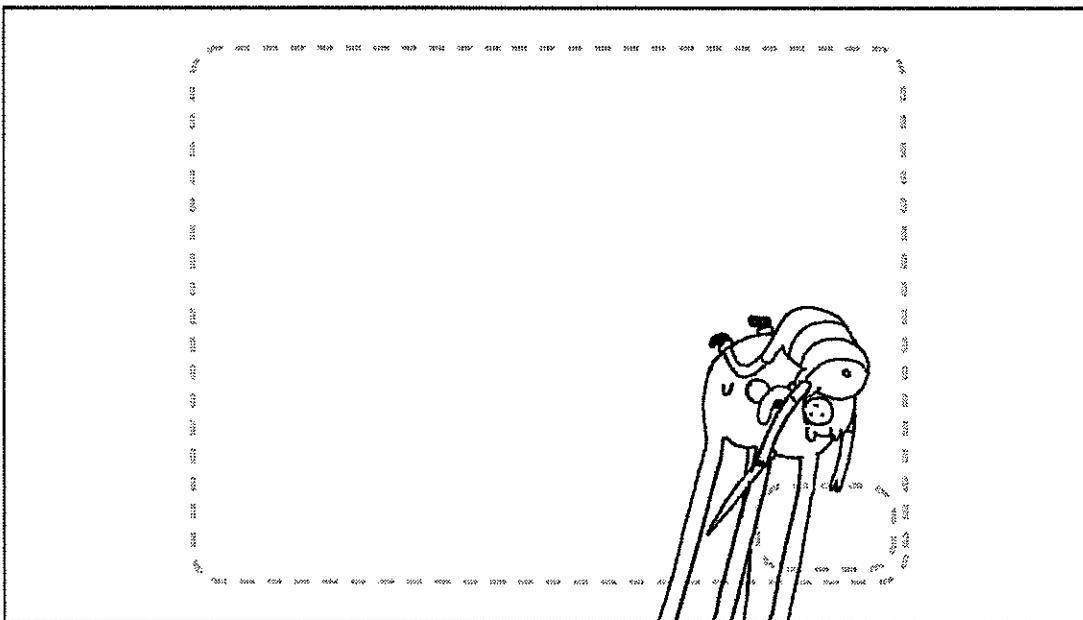
Page 136

Sc. 94

Pnl. A

Bg.

day night

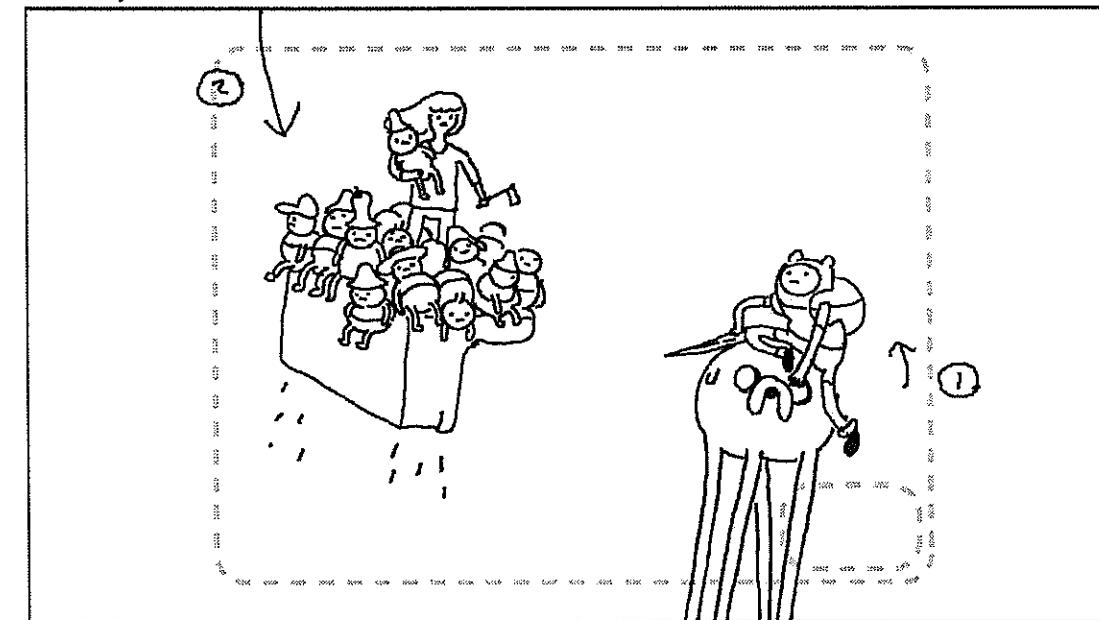


Sc. 94

Pnl. B

Bg.

day night



Dialog:

(B) UAH!

Action:

- F. CLIMBS UP ON JAKE.
- PB SWOOPS IN.

Timing:

271

272

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 137

Sc. 95

Pnl. A

Bg.

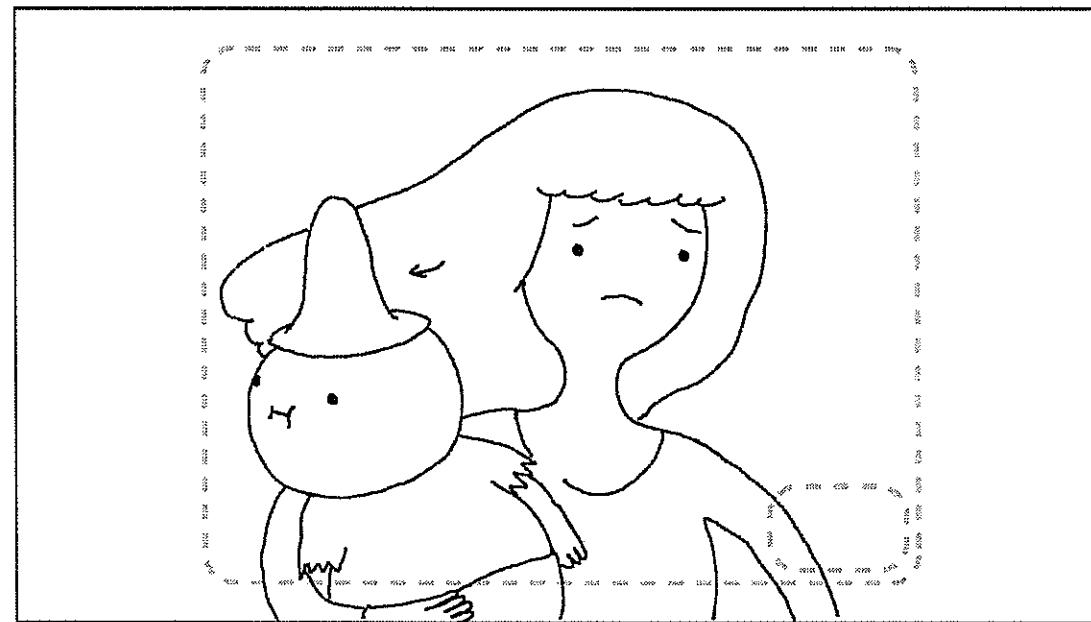
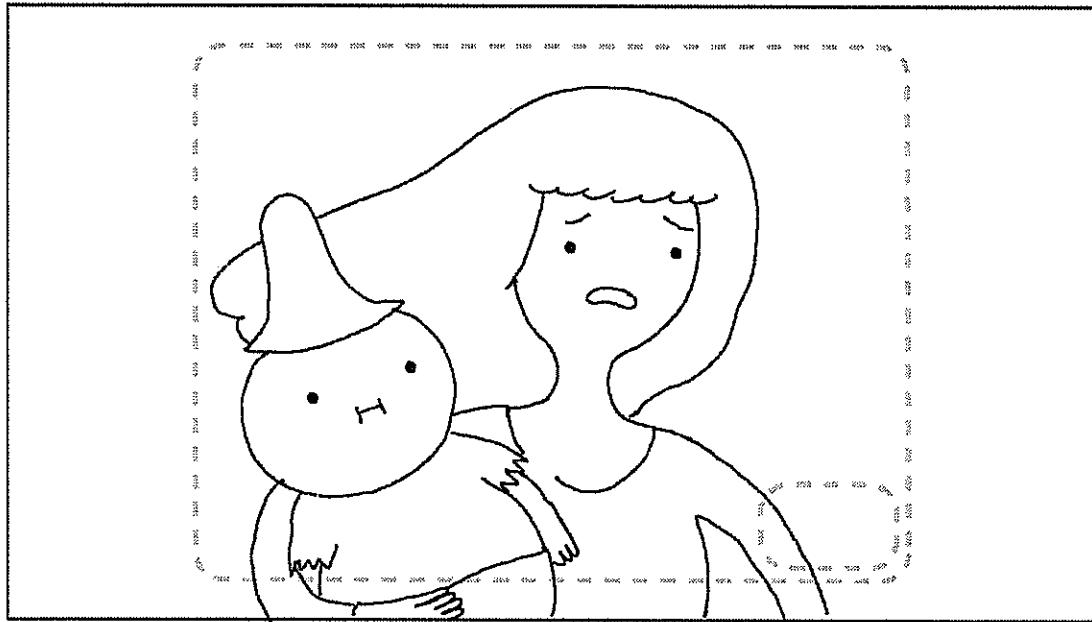
day night

Sc. 95

Pnl. B

Bg.

day night



Dialog:

(B) DODES I DON'T KNOW!

Action:

Timing:

273

274

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 138

Sc. 95

Pnl. C

Bg.

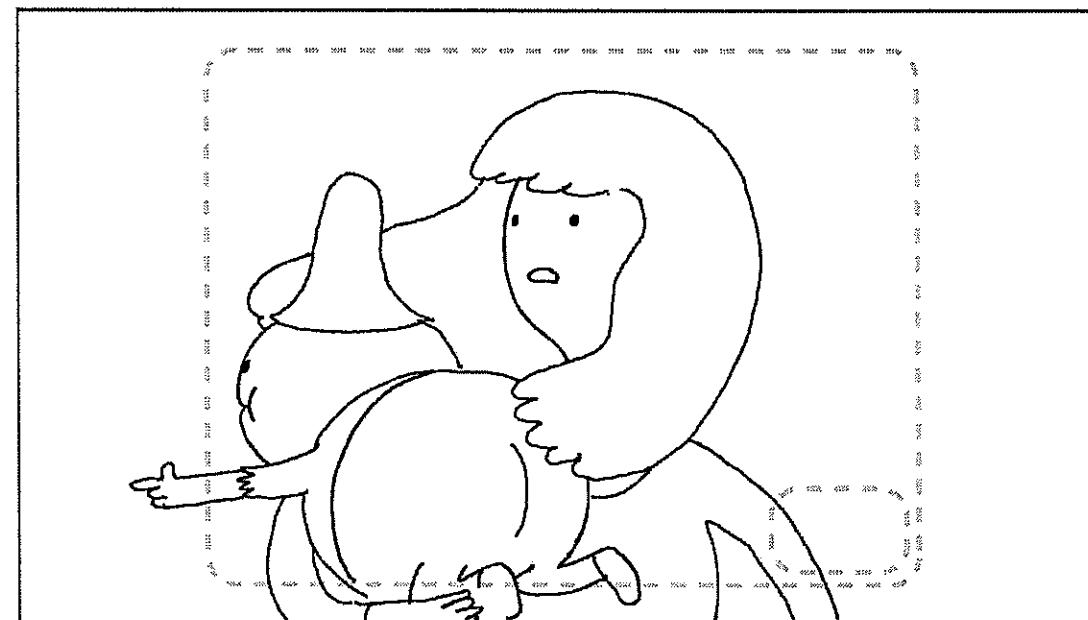
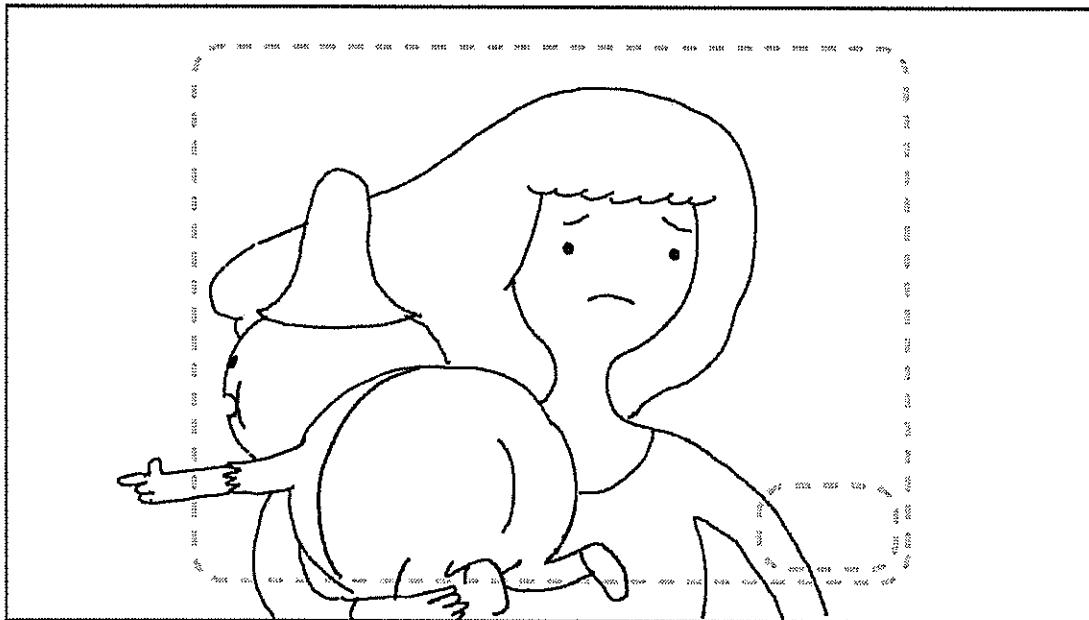
day night

Sc. 95

Pnl. D

Bg.

day night



Dialog:

(F) LOOK!

Action:

Timing:

275

276

EPISODE # 1034-219

Production :

ADVENTURE TIME



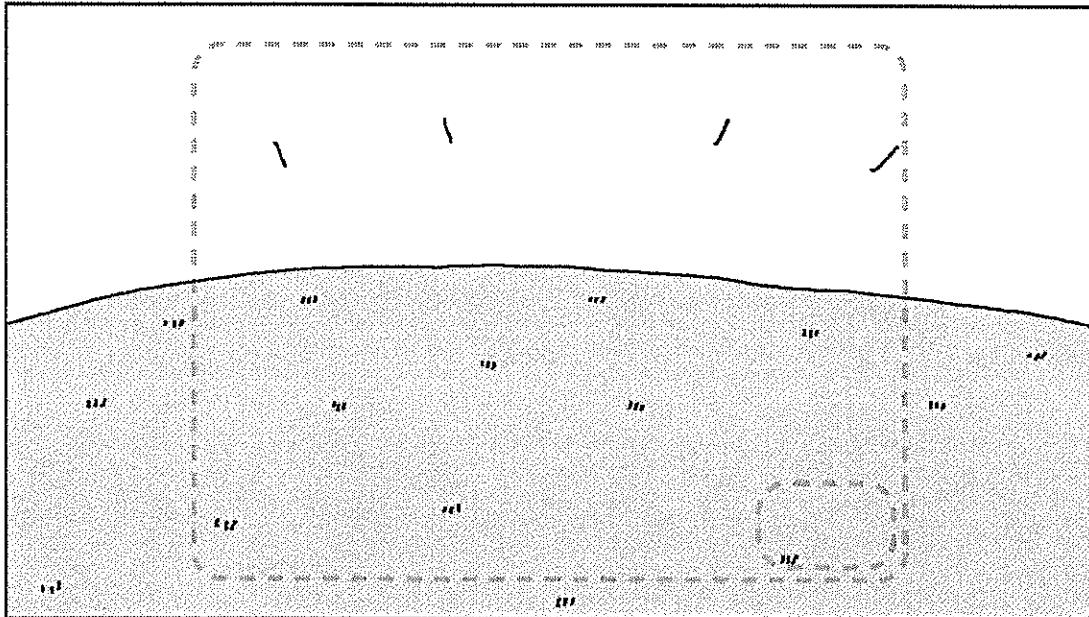
Page 139

Sc. 96

Pnl. A

Bg.

day night

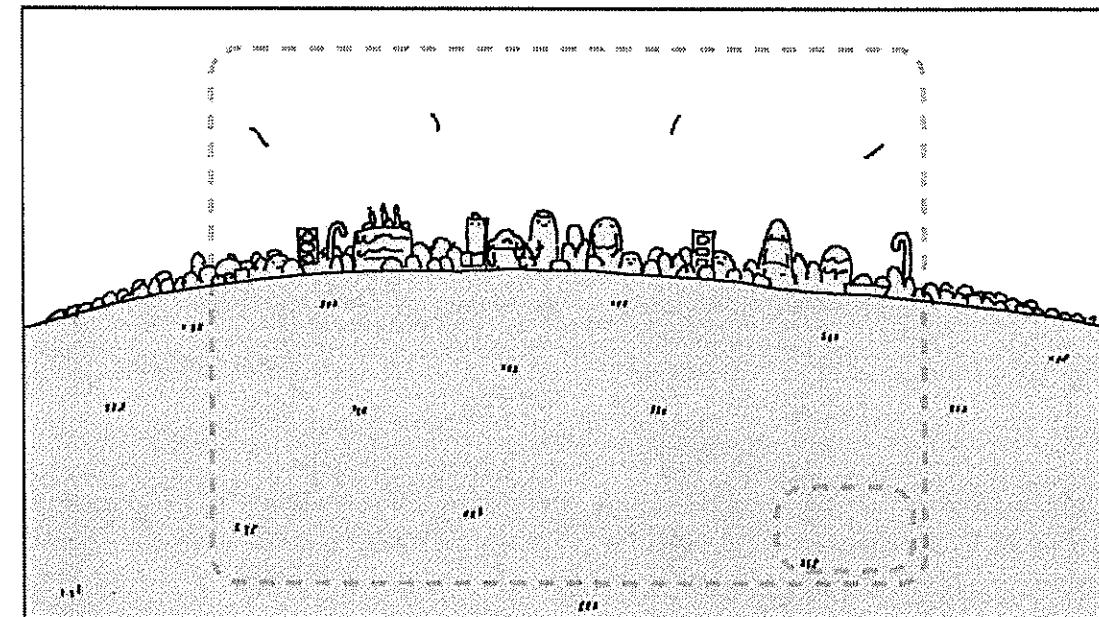


Sc. 96

Pnl. B

Bg.

day night



Dialog:

Action:

- (IS THIS EXCESSIVE BACKLIGHTING?)

- CANDY PEOPLE APPEAR
OVER HILL.

Timing:

277

278

EPISODE # 1034-219

Production :

ADVENTURE TIME



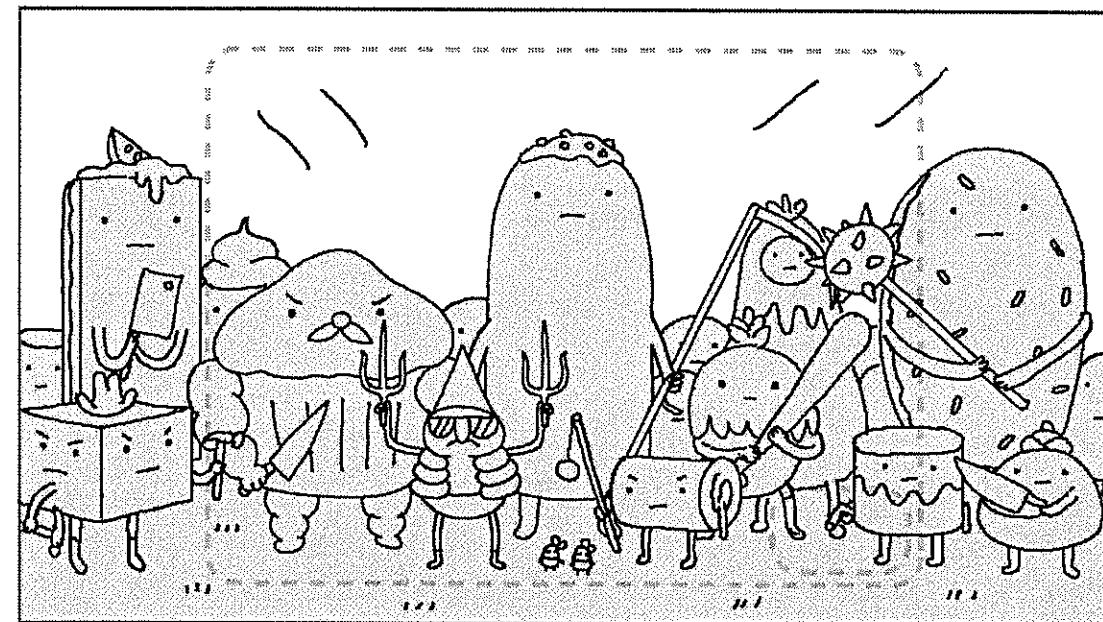
Page 140

Sc. 97

Pnl.

Bg.

day night

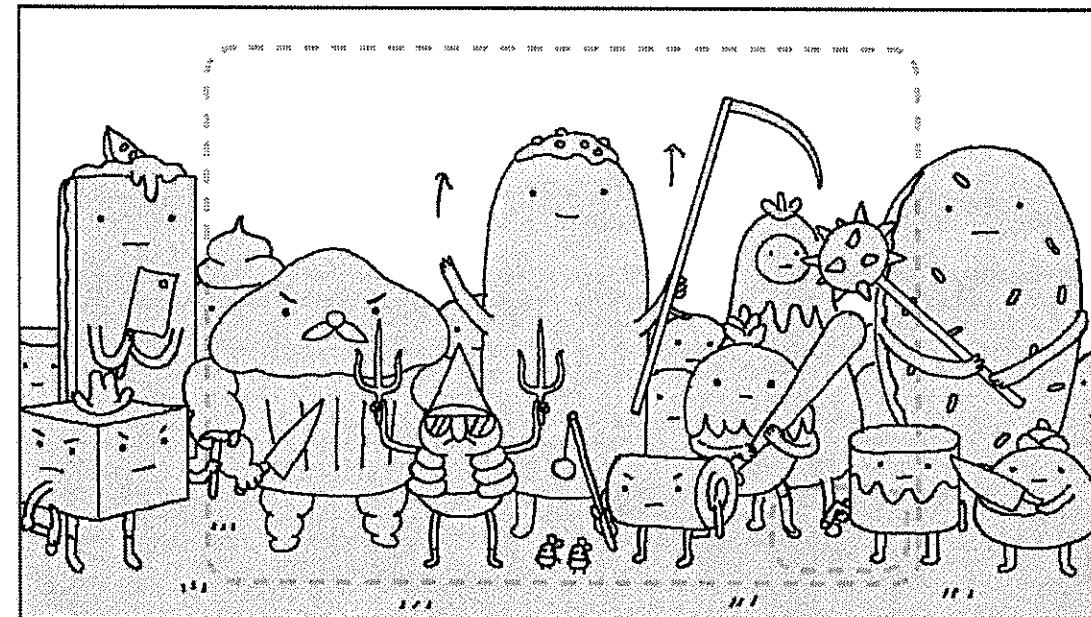


Sc. 97

Pnl.

Bg.

day night



Dialog:

Action:

Timing:

279

280

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 141

Sc. 98

Pnl. A

Bg.

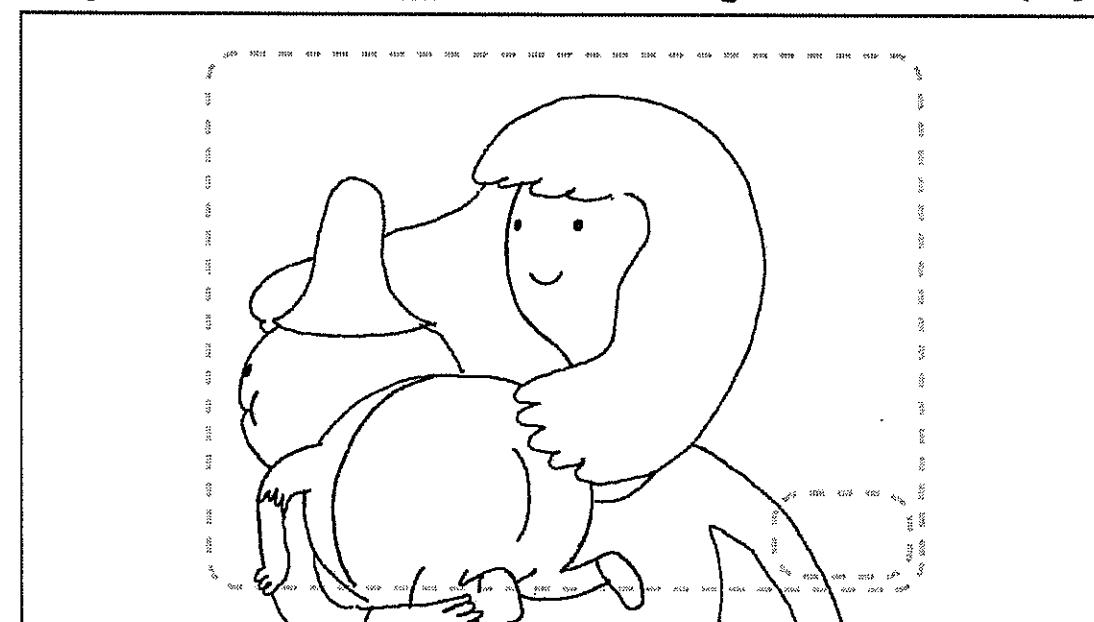
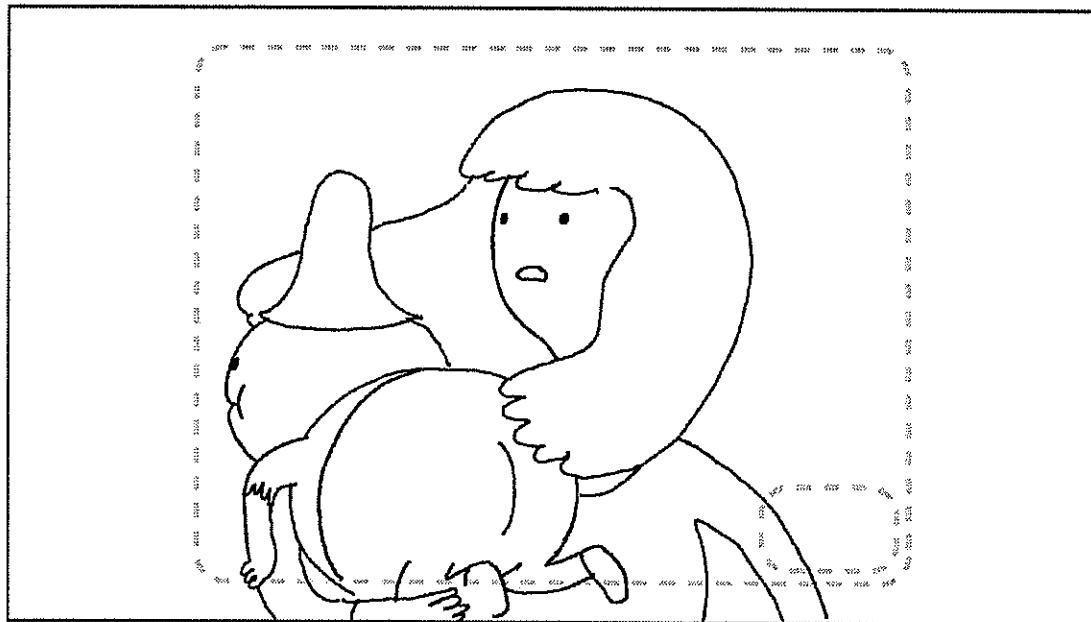
day night

Sc. 98

Pnl. B

Bg.

day night



Dialog:

Action:

-PB SMILES.

Timing:

281

282

EPISODE # 1034-219

Production :

ADVENTURE TIME



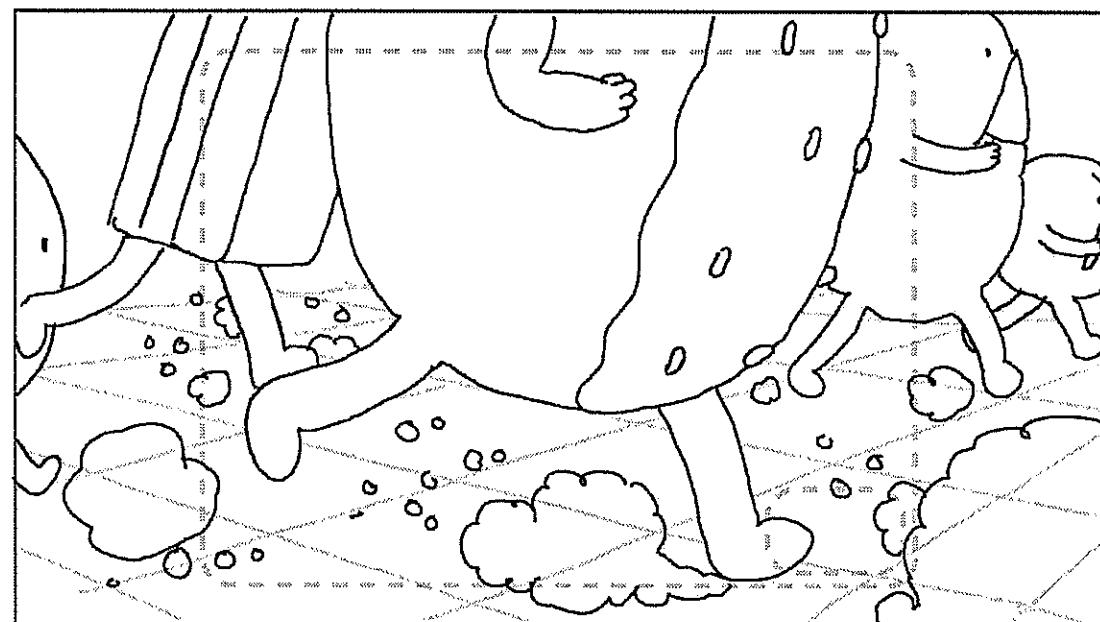
Page 142

Sc. 99

Pnl. A

Bg.

day night

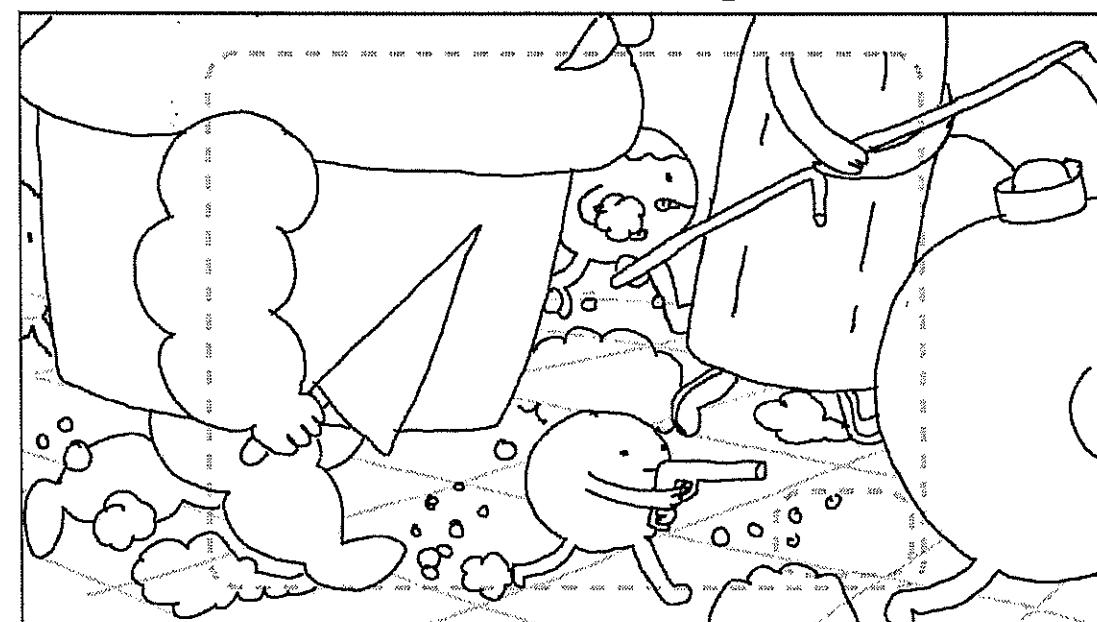


Sc. 99

Pnl. B

Bg.

day night



Dialog:

Action:

-CANDY PEOPLE STREAM FORWARD.

Timing:

283

284

EPISODE # 1034-219

Production :

ADVENTURE TIME



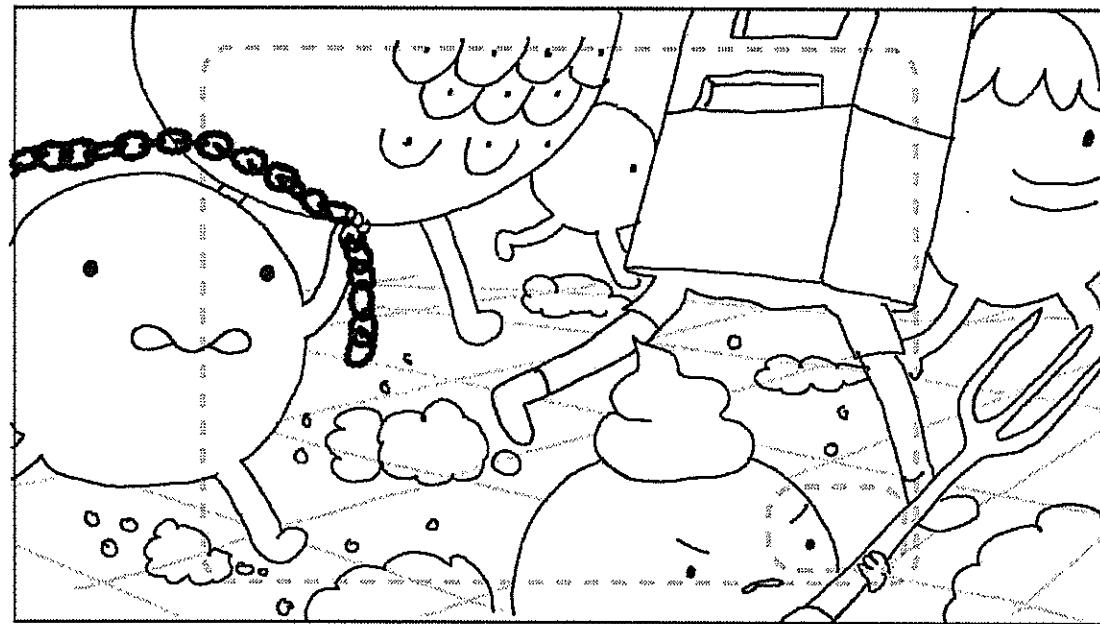
Page 143

Sc. 99

Pnl. c

Bg.

day night

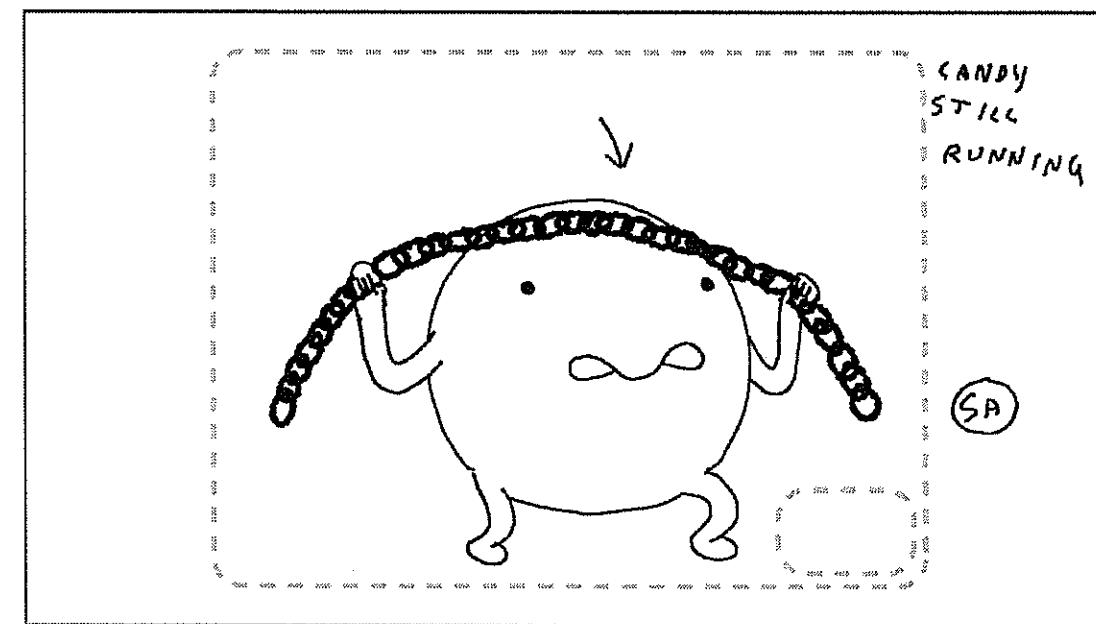


Sc. 99

Pnl. D

Bg.

day night



Dialog:

Action:

- STARCHY RUNS ON/S.

Timing:

285

286

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 144

Sc. 99

Pnl. E

Bg.

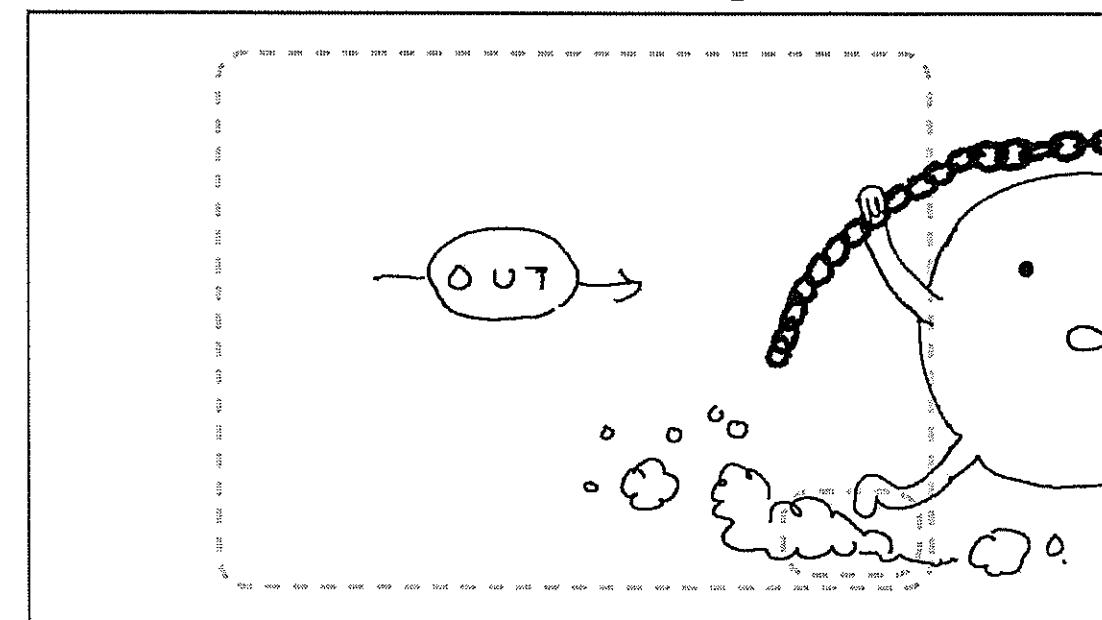
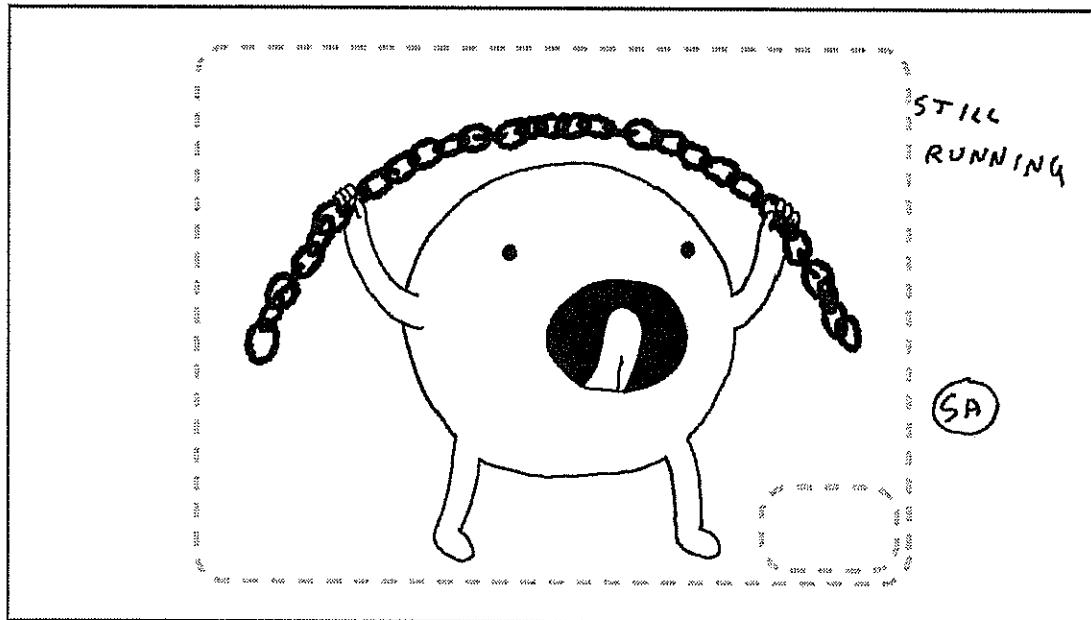
day night

Sc. 99

Pnl. F

Bg.

day night



Dialog:

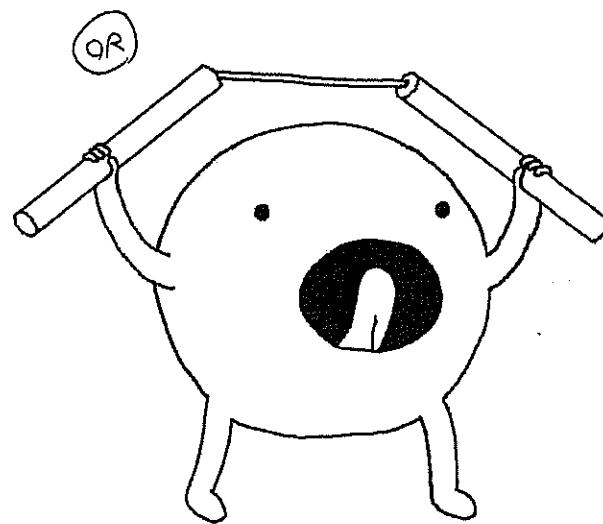
STARCHY: HOOOOO - EEE!
(WAR CRY)

Action:

-STARCHY STOPS AND HOLLERS.

Timing:

287



- G: RUNS OFF/S.

288

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 145

Sc. 100

Pnl. A

Bg.

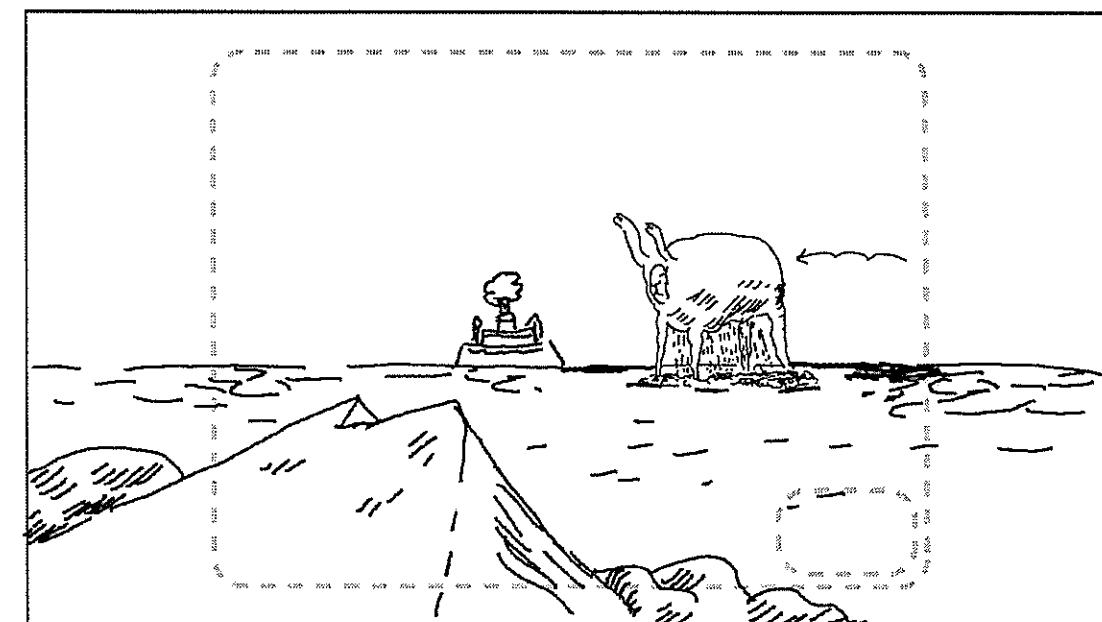
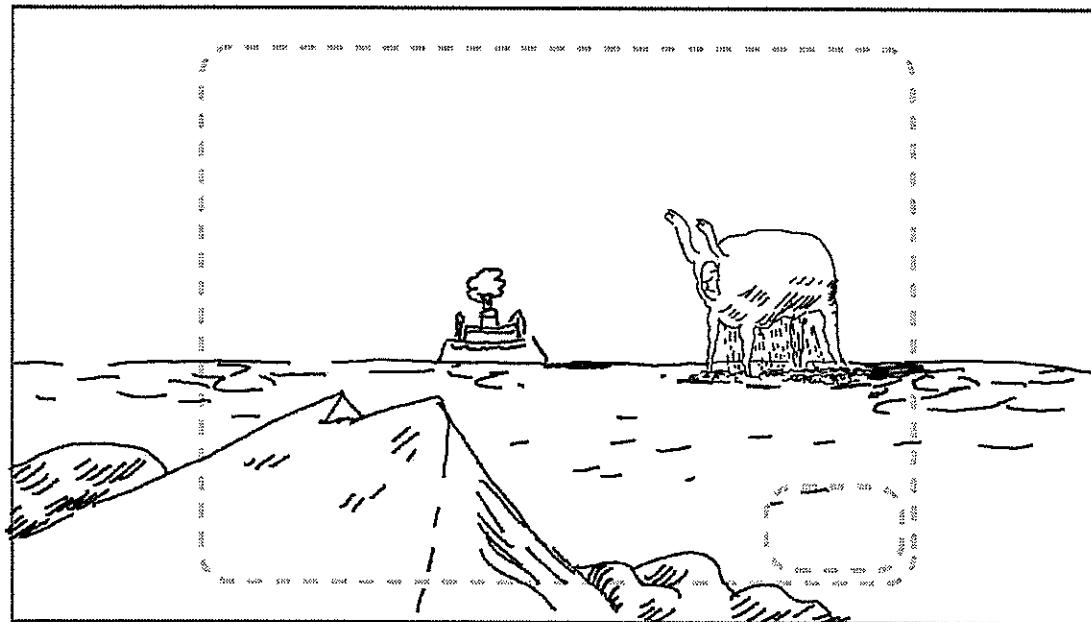
day night

Sc. 100

Pnl. B

Bg.

day night



Dialog:

Action:

- ESSENCE MARCHES TOWARDS C. KINGDOM.

Timing:

289

290

EPISODE # 1034-219

Production :

ADVENTURE TIME



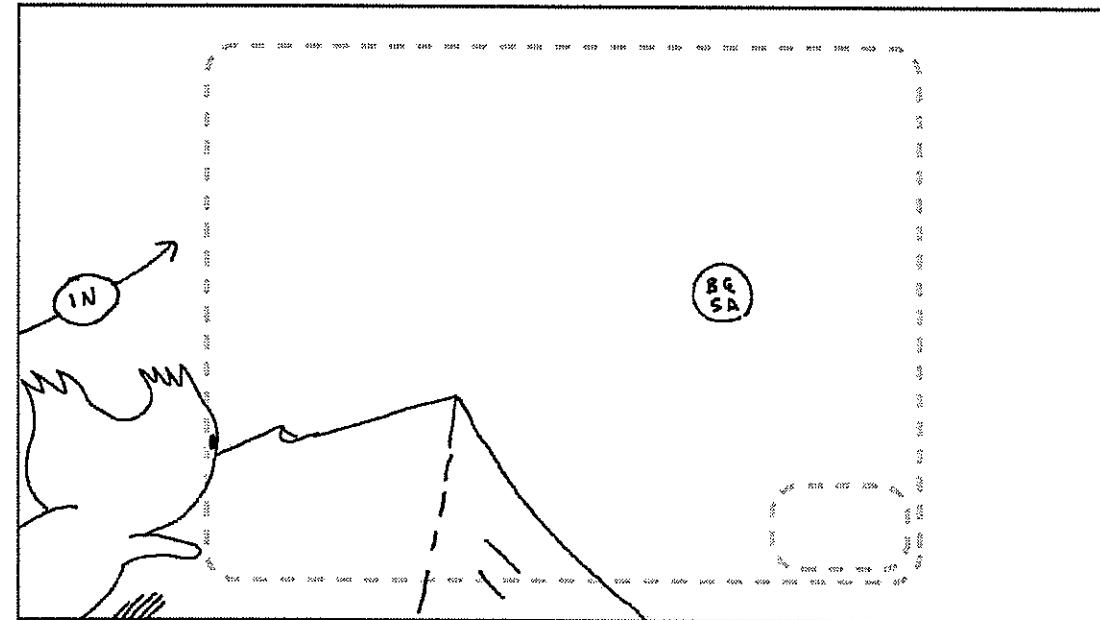
Page 146

Sc. 100

Pnl. c

Bg.

day night

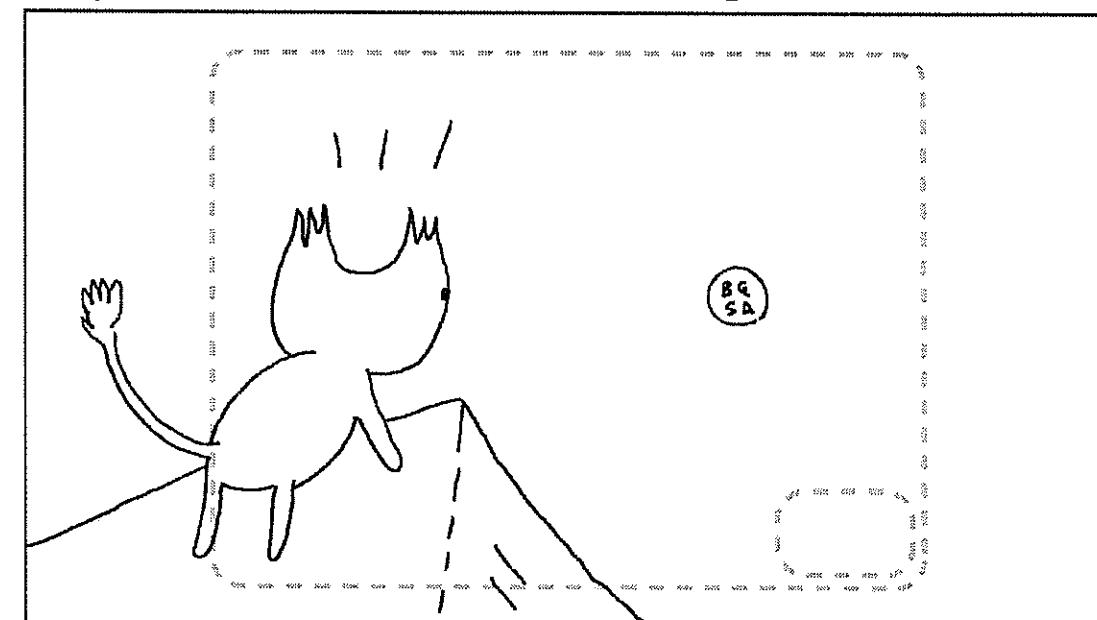


Sc. 100

Pnl. d

Bg.

day night



Dialog:

Action:

- FLAMBO RUNS ON S.

Timing:

291

292

EPISODE # 1034-219

Production :

ADVENTURE TIME



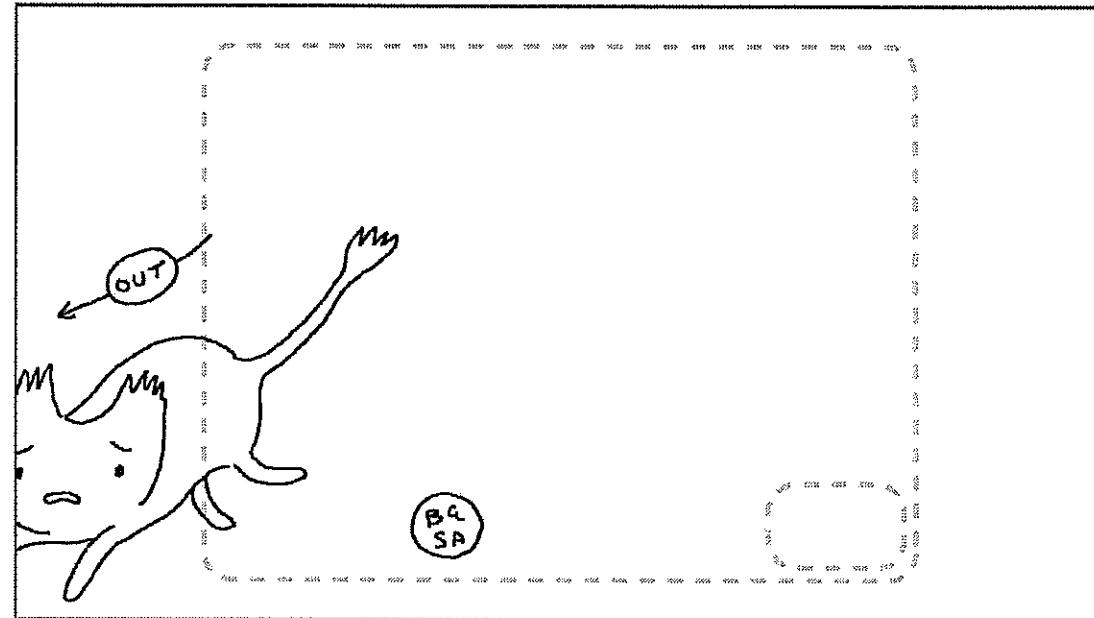
Page 147

Sc. 100

Pnl. E

Bg.

day night

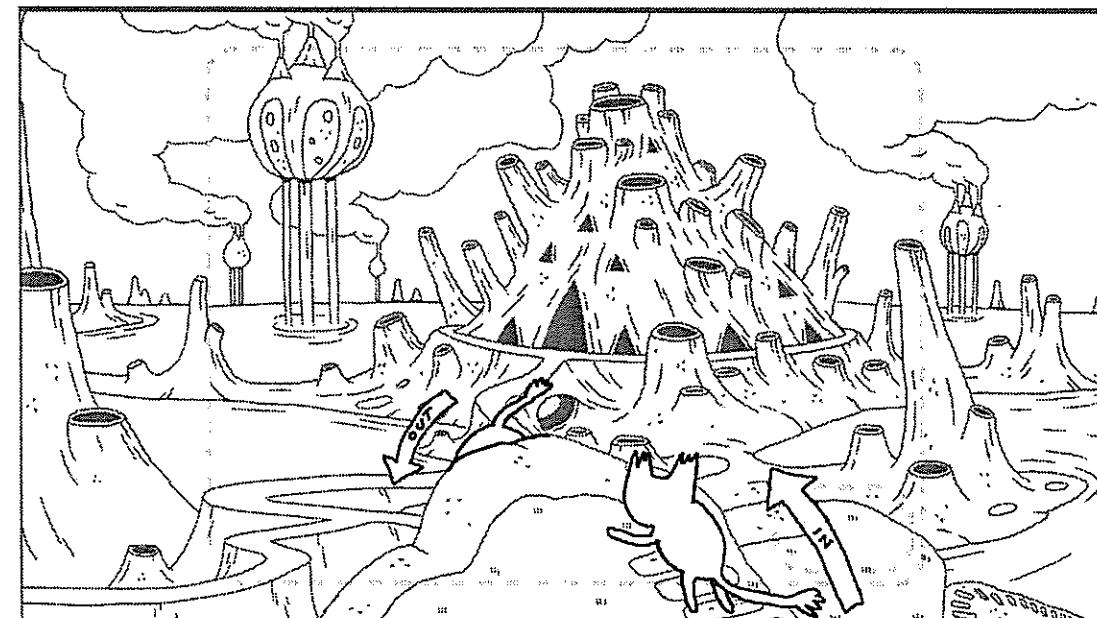


Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

- FLAMBO RUNS OFF/S.

- FLAMBO RUNS OVER HILL.

Timing:

293

294

EPISODE # 1034-219

Production :

ADVENTURE TIME



BG REF.

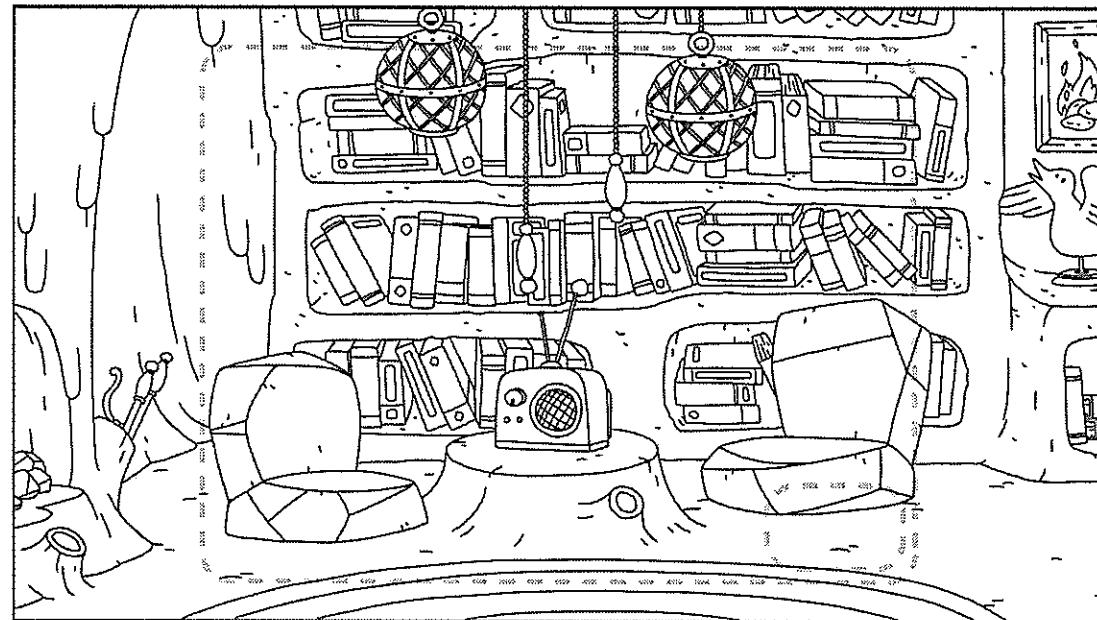
Page 148

Sc. -

Pnl. ✓

Bg.

day night

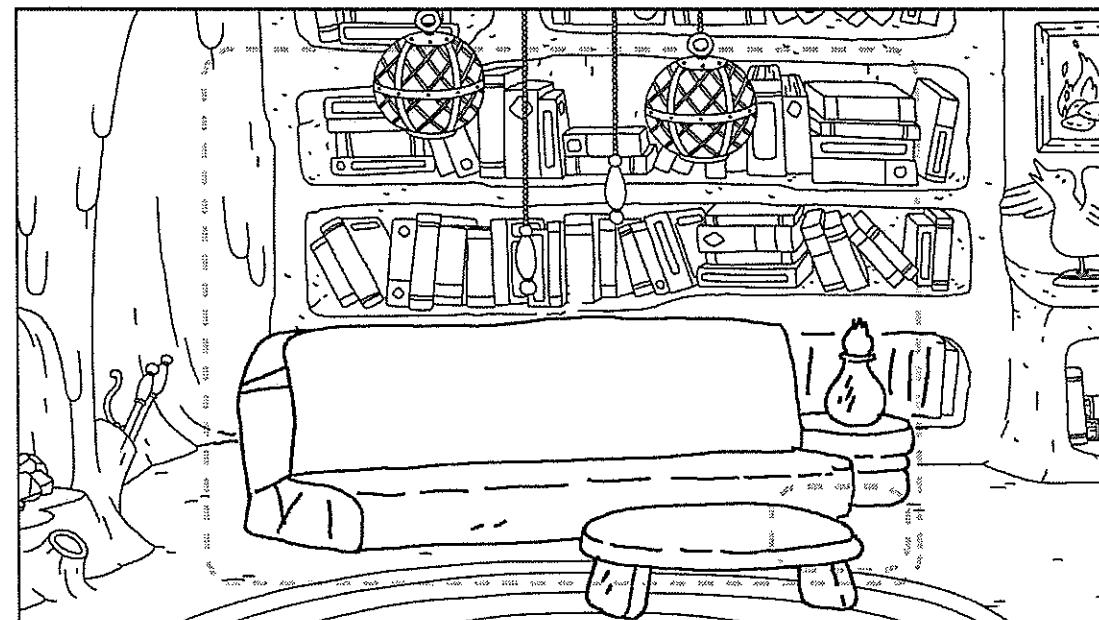


Sc. -

Pnl. -

Bg.

day night



Dialog:

Action:

BG FROM 'JAKE THE BRICK', BUT WITH A SOFA.

Timing:

295

296

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 149

Sc. 102

Pnl. A

Bg.

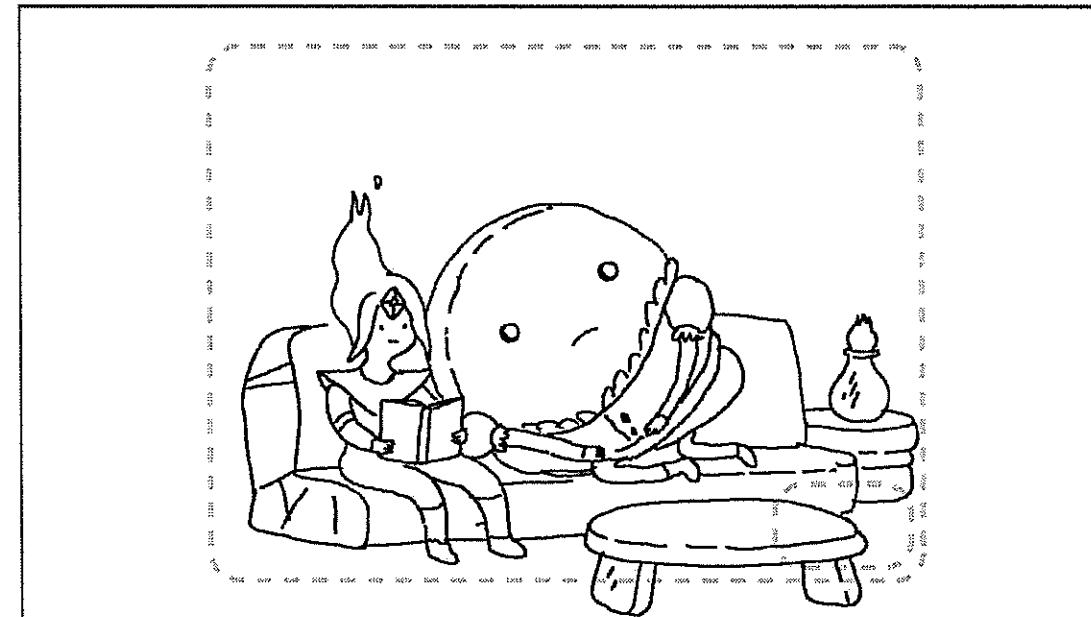
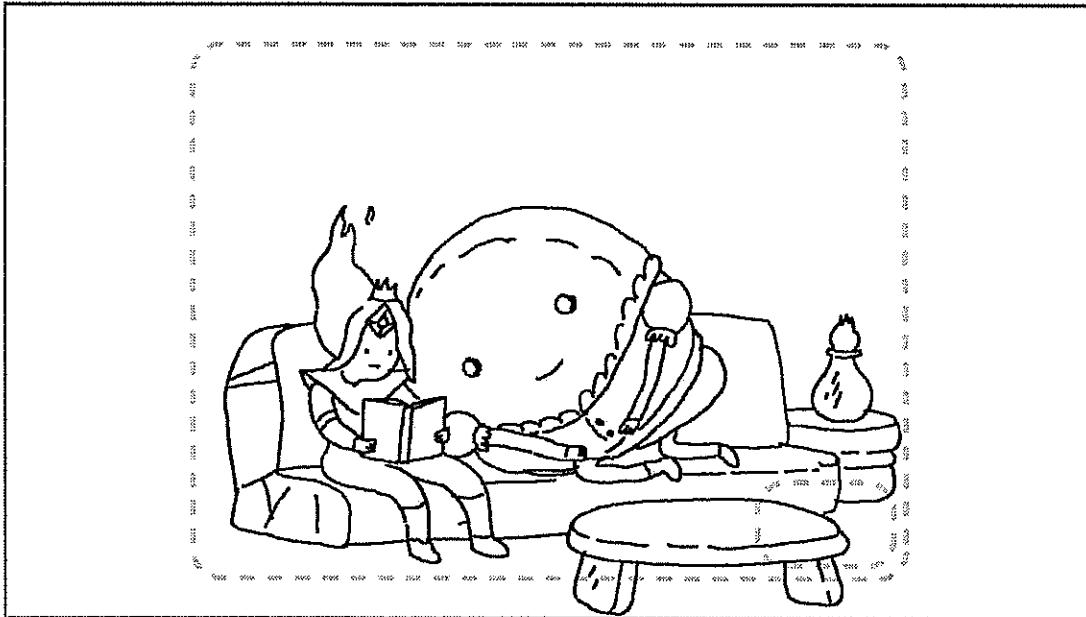
day night

Sc. 102

Pnl. B

Bg.

day night



Dialog:

(SPK) TAP TAP TAP

Action:

- FP IS READING TO C.BUN,

- THEY LOOK UP.

Timing:

297

298

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 150

Sc. 103

Pnl. A

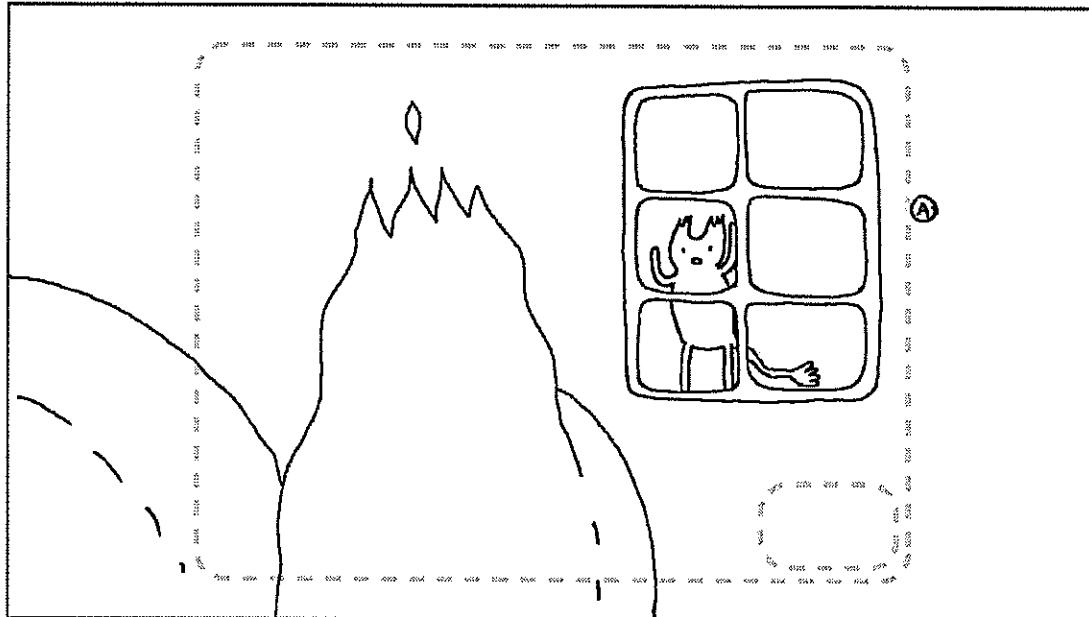
Bg.

day night

Pnl. B

Bg.

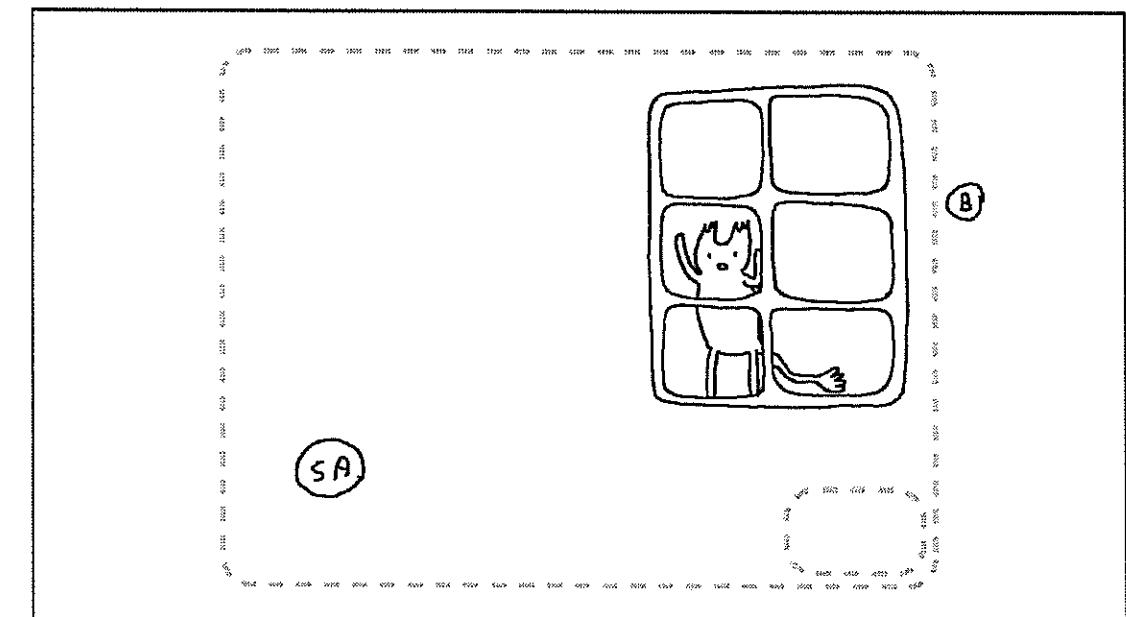
day night



Sc. 103

A

B



Dialog:

Action:

- FLAMBO PAWING AT
THE GLASS,

A B A B A

Timing:

299

300

EPISODE # 1034-219

Production :

ADVENTURE TIME



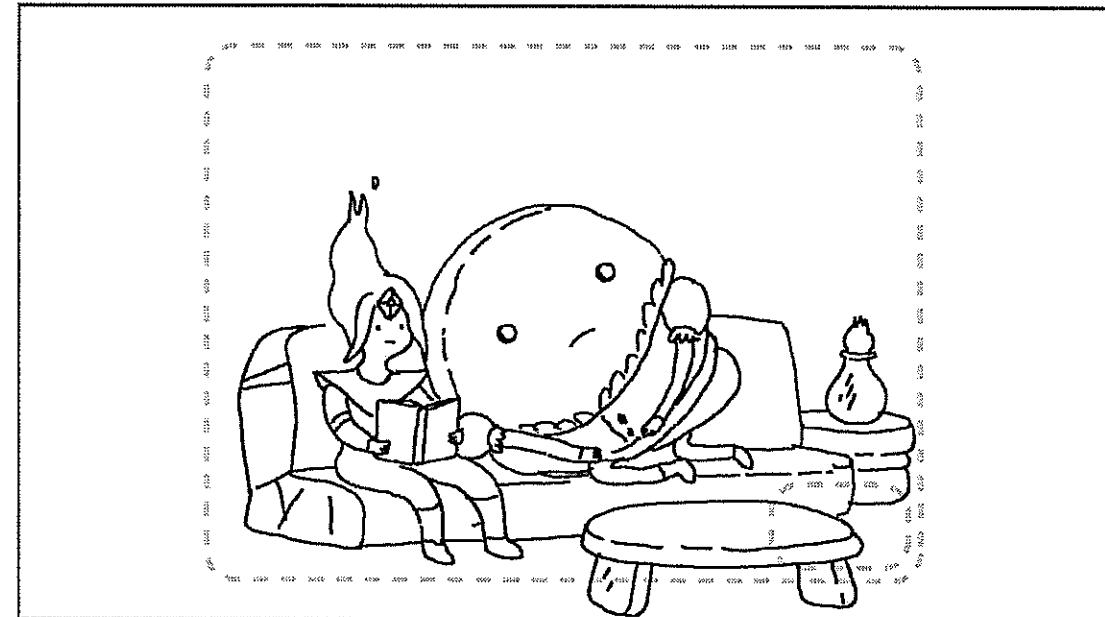
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Sc. 104

Pnl. A

Bg.

day night

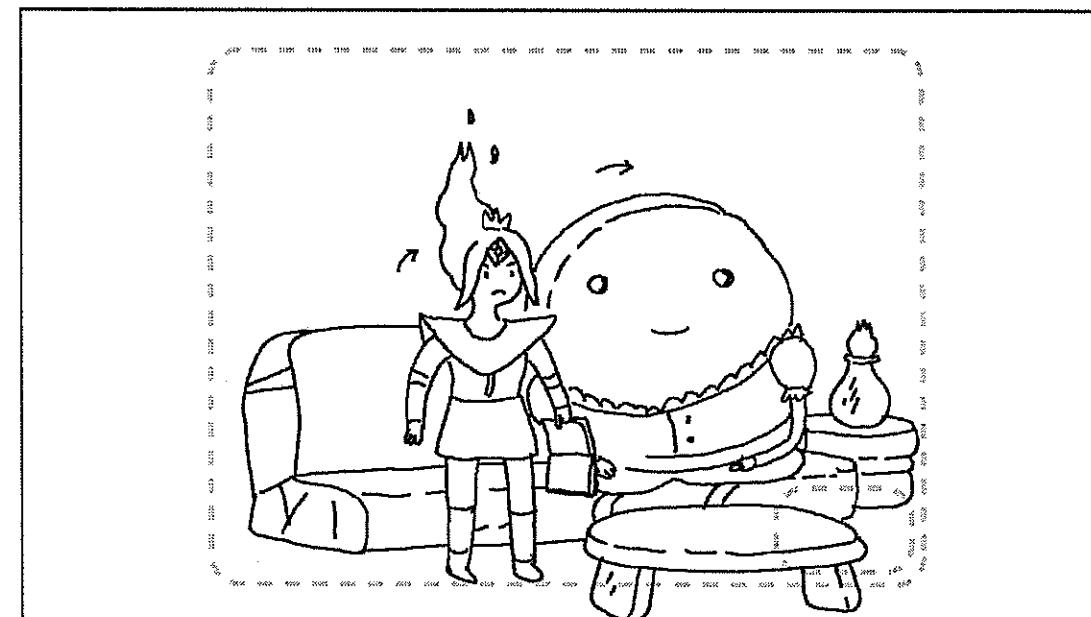


Sc. 104

Pnl. B

Bg.

day night



Dialog:

Action:

-F.P. JUMPS TO HER FEET.

Timing:

301

302

EPISODE # 1034-219

Production :

ADVENTURE TIME



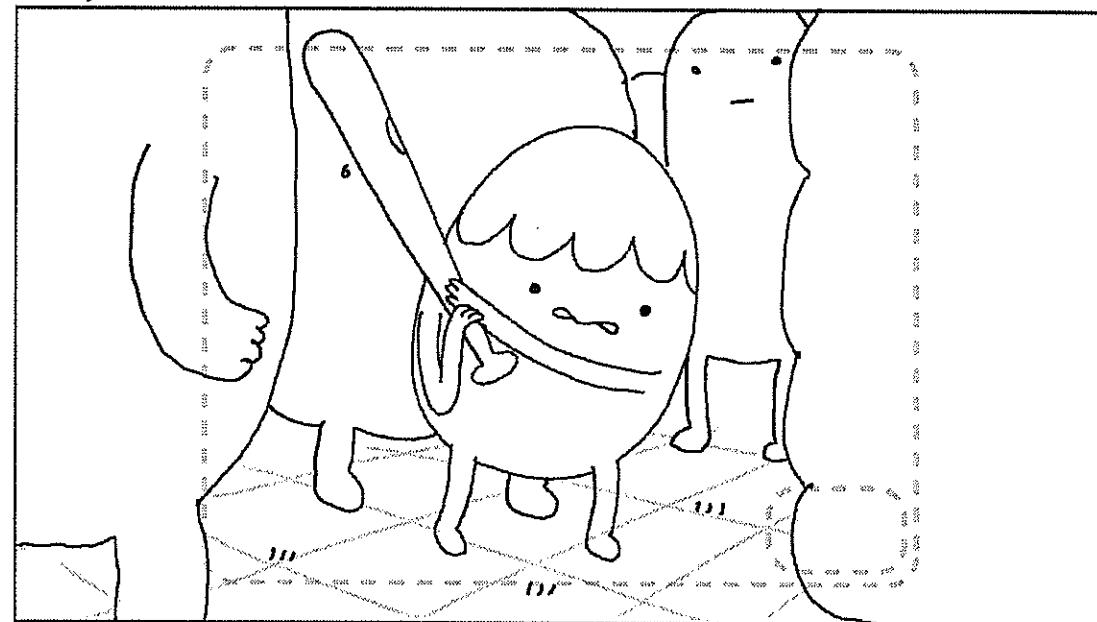
Page 152

Sc. 105

Pnl. A

Bg.

day night

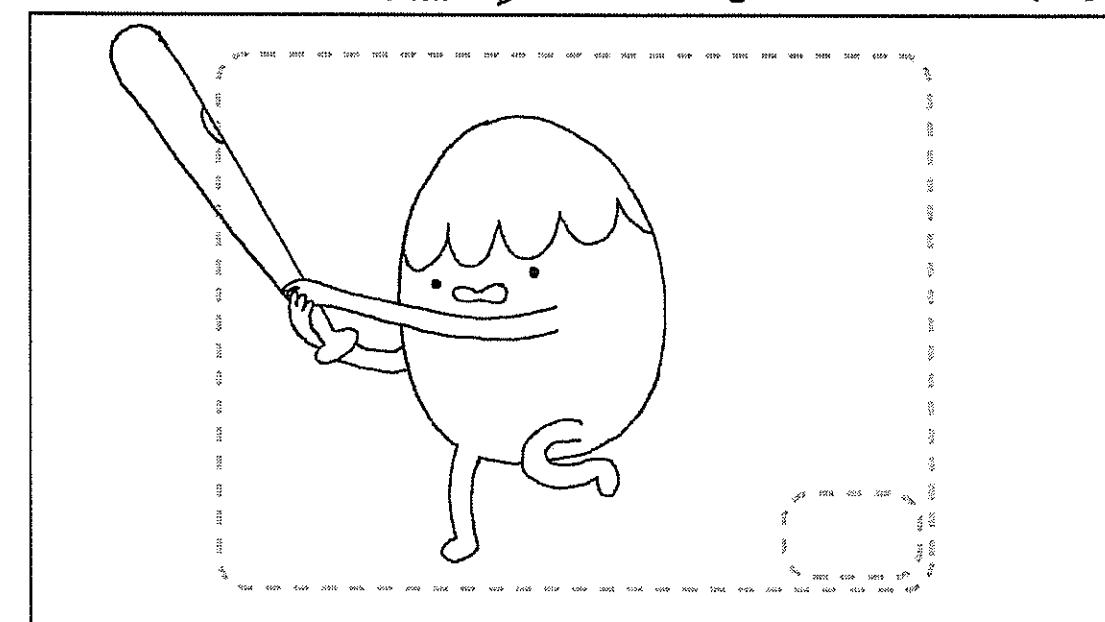


Sc. 105

Pnl. B

Bg.

day night



Dialog:

Action:

- CHGT ANTICS w/ BAT,

Timing:

303

304

Production :

EPISODE # 1034-219

ADVENTURE TIME



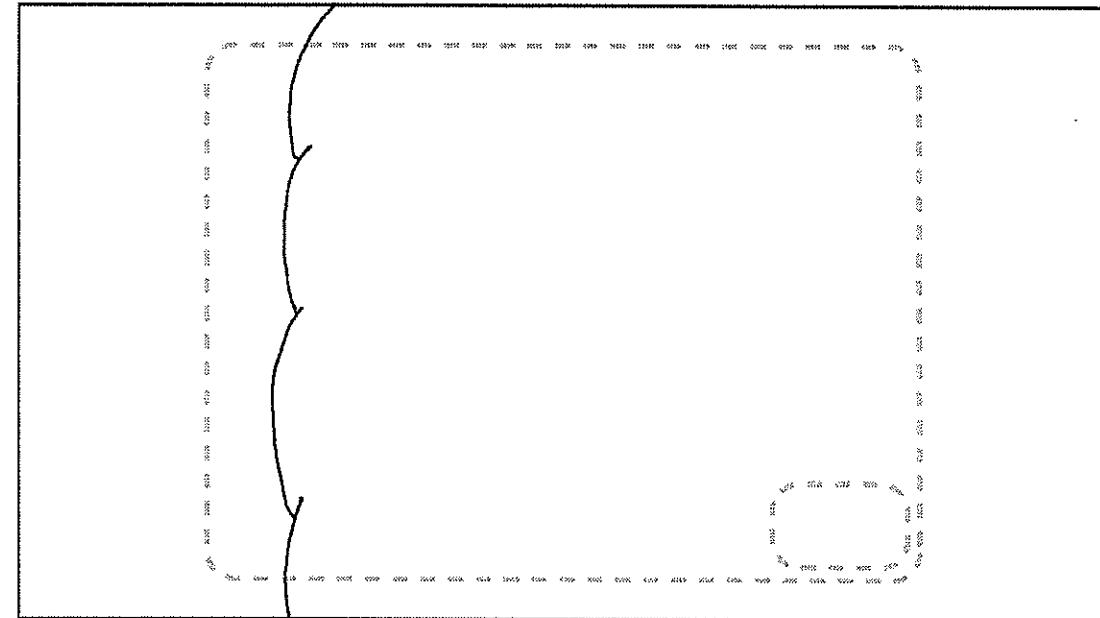
Page 153

Sc. 106

Pnl. A

Bg.

day night

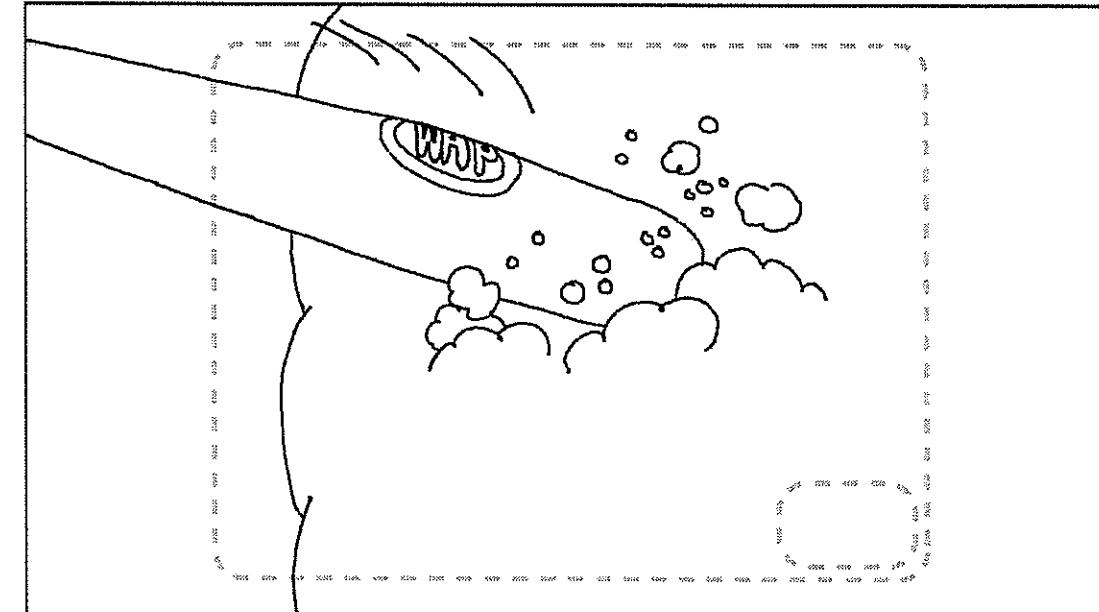


Sc. 106

Pnl. B

Bg.

day night



Dialog:

SFX / = WOOF ! =

Action:

- CHOT SWINGS BAT AT ESSENCE.



Timing:

305

306

Production :

1034-219

EPISODE #

Sc. 307

Pnl. A

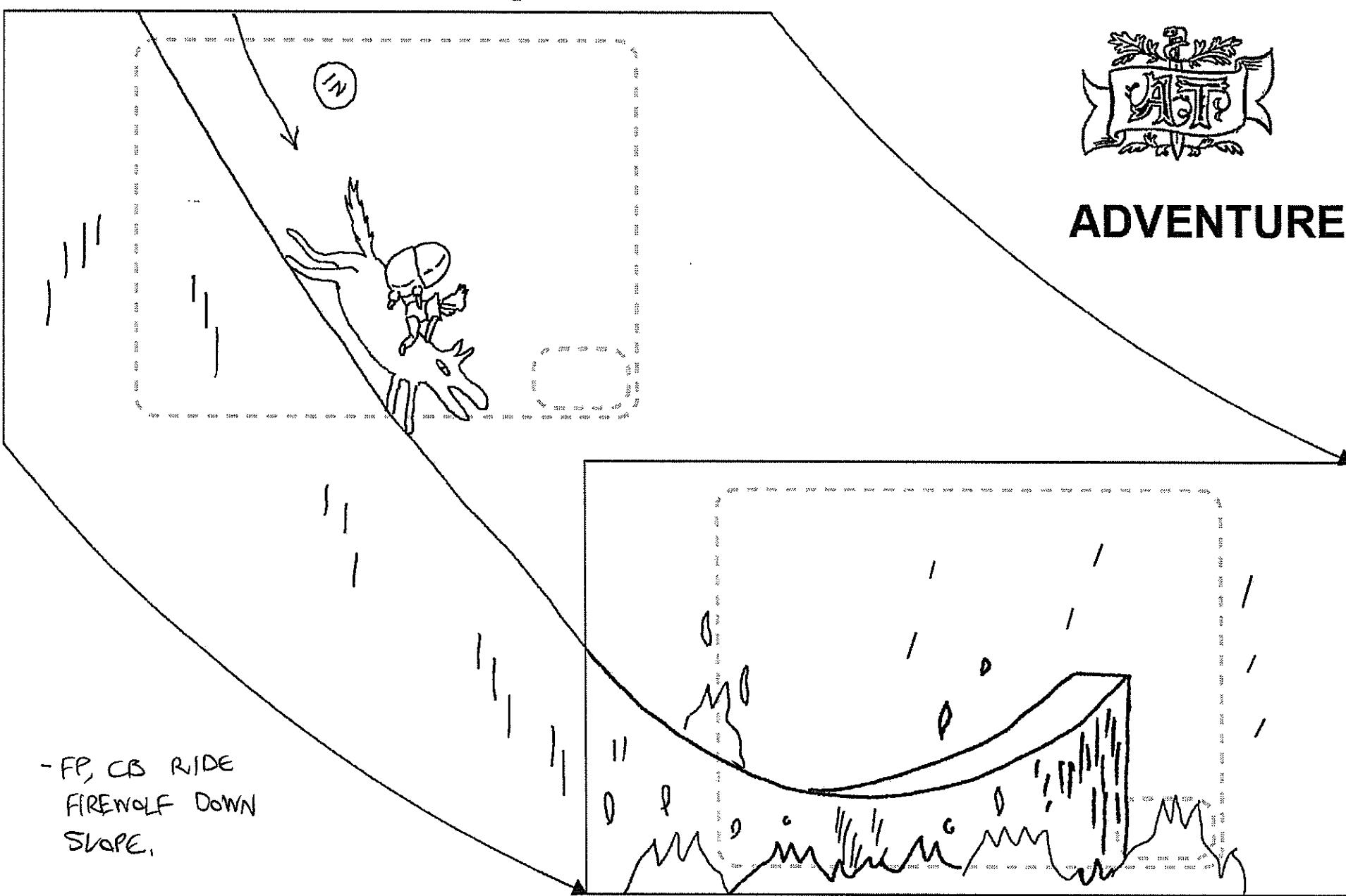
Bg.

day night

Page 154



ADVENTURE TIME



307

308

Production :

EPISODE #

1034-219

ADVENTURE TIME



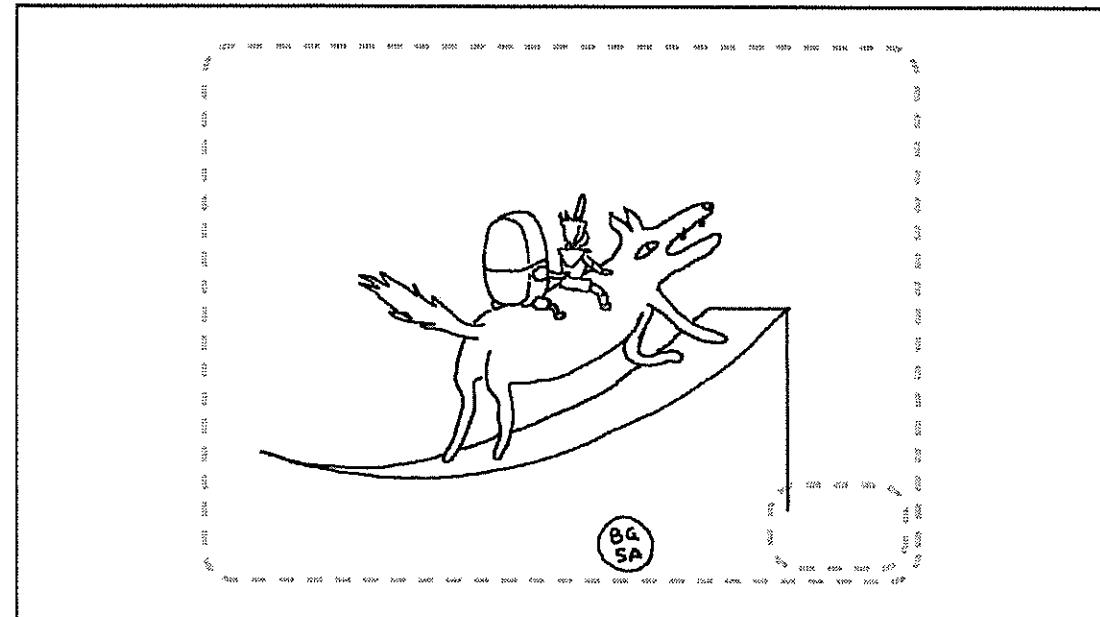
Page 155

Sc. 107

Pnl. B

Bg.

day night

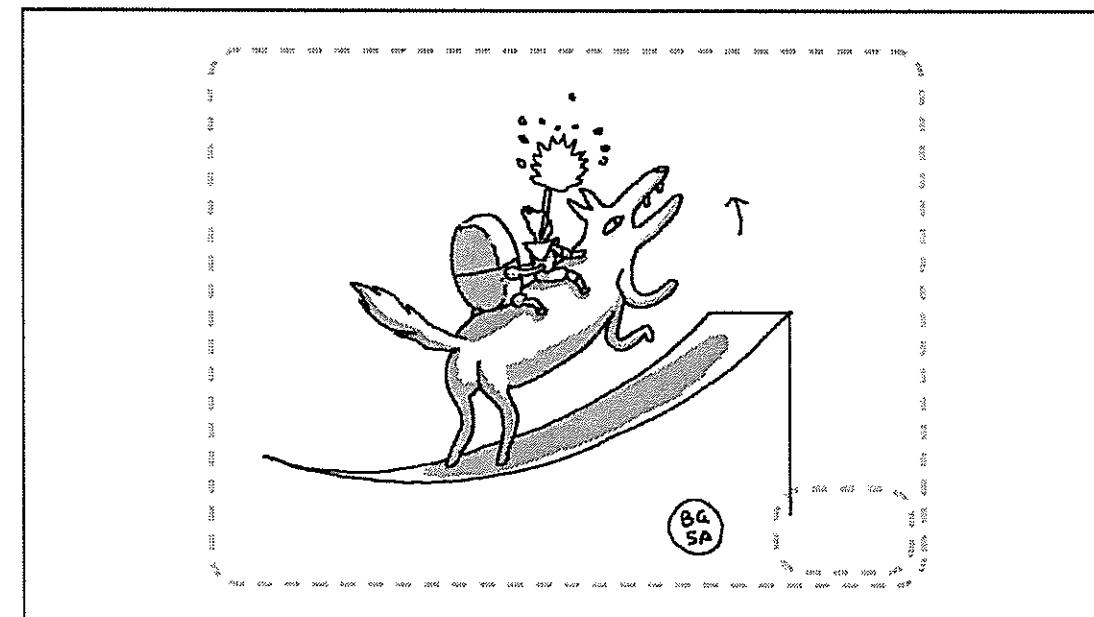


Sc. 107

Pnl. C

Bg.

day night



Dialog:

Action:

-FP CHARGES UP.

Timing:

309

310

Production :

EPISODE # 1034-219

ADVENTURE TIME



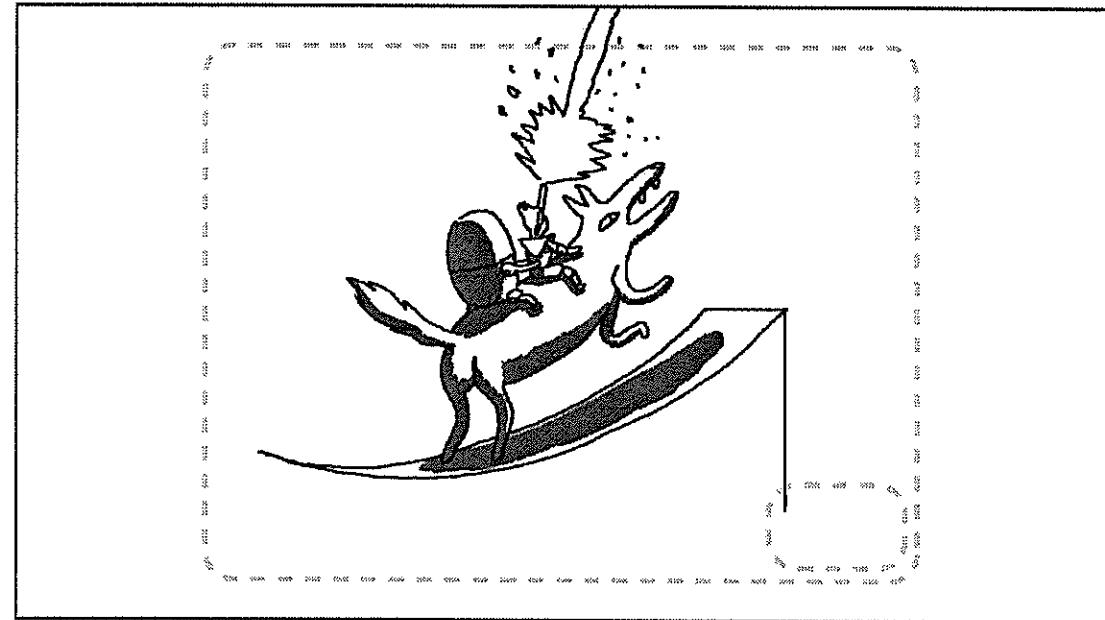
Page 1, S6

Sc. 107

Pnl. o

Bg.

day night

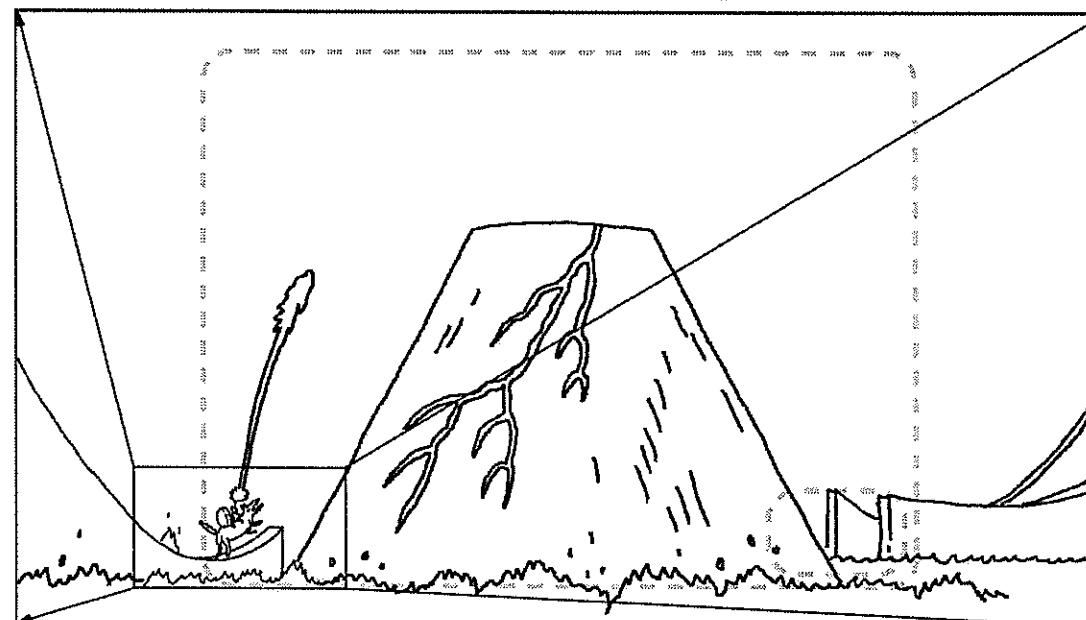


Sc. 108

Pnl. e

Bg.

day night



Dialog:

SFX : WOOOSH :

Action:

-FP FIRES BLAST AT VOLCANO.

-FAST TRUCK OUT.

Timing:

311

312

EPISODE # 1034-219

Production :

ADVENTURE TIME



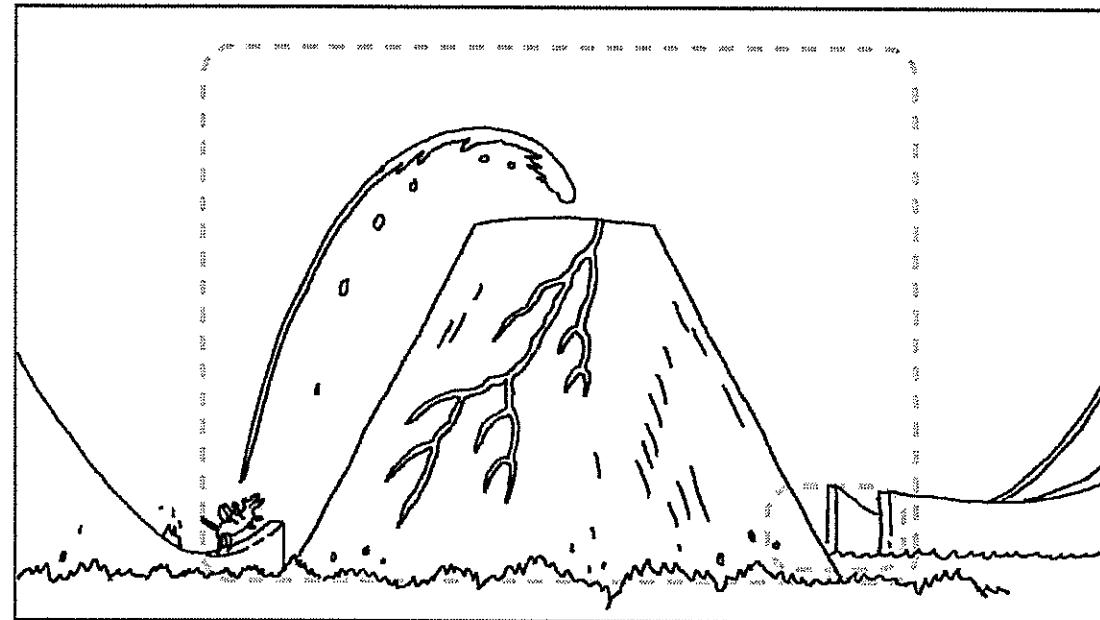
Page 197

Sc. 108

Pnl. F

Bg.

day night

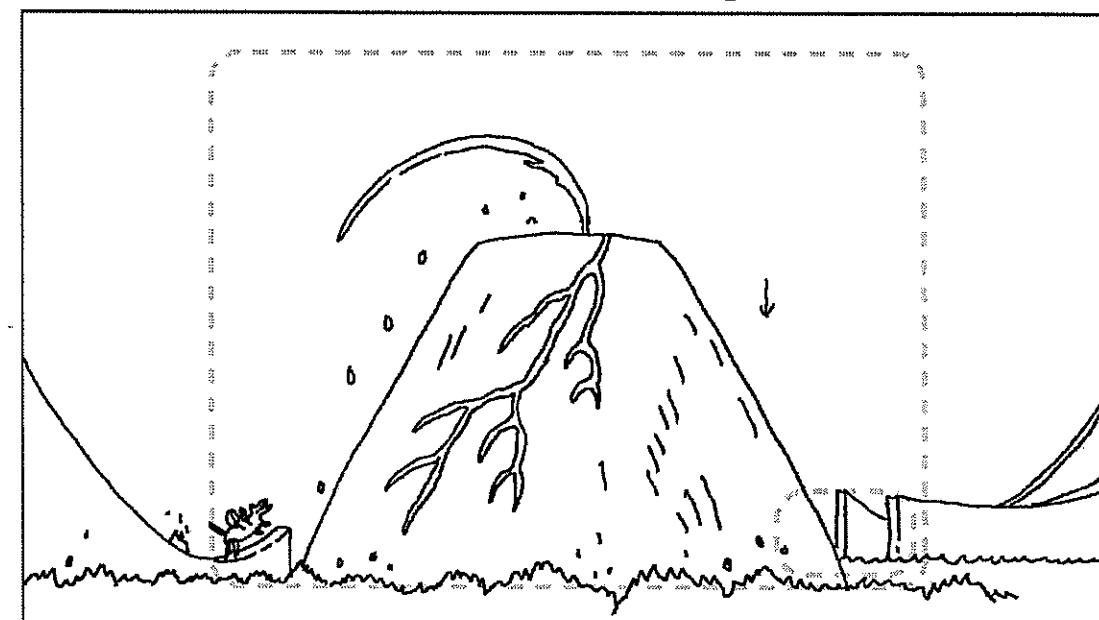


Sc. 108

Pnl. G

Bg.

day night



Dialog:

(SFX) KA -

Action:

- FIREBALL LANDS IN VOLCANO.

Timing:

313

314

Production :

EPISODE # 1034-219

ADVENTURE TIME



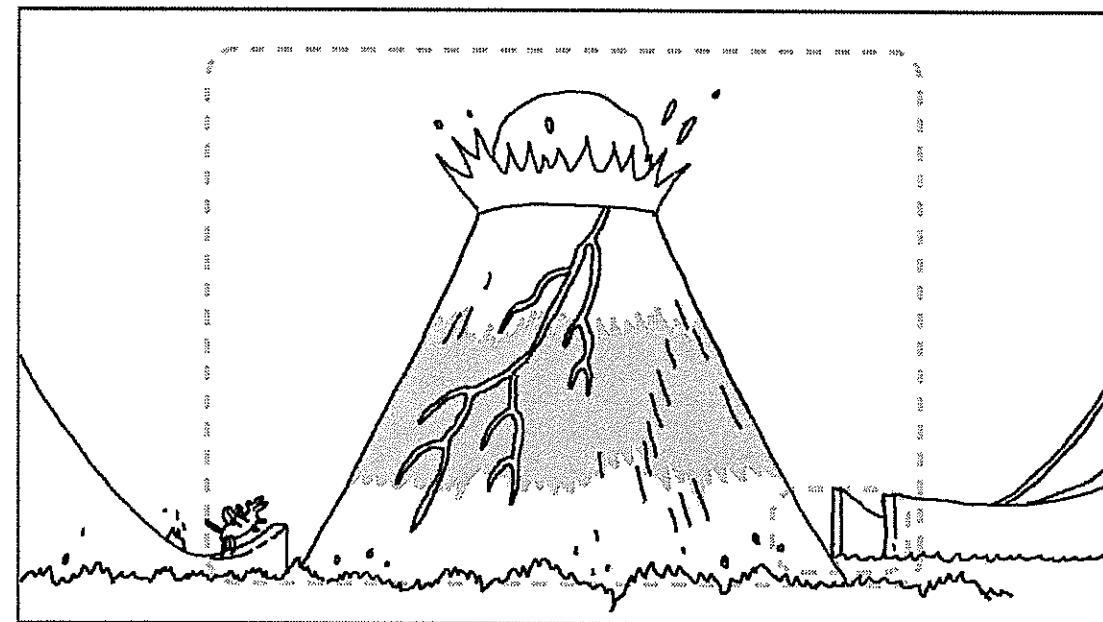
Page 1 S 8

Sc. 108

Pnl. H

Bg.

day night

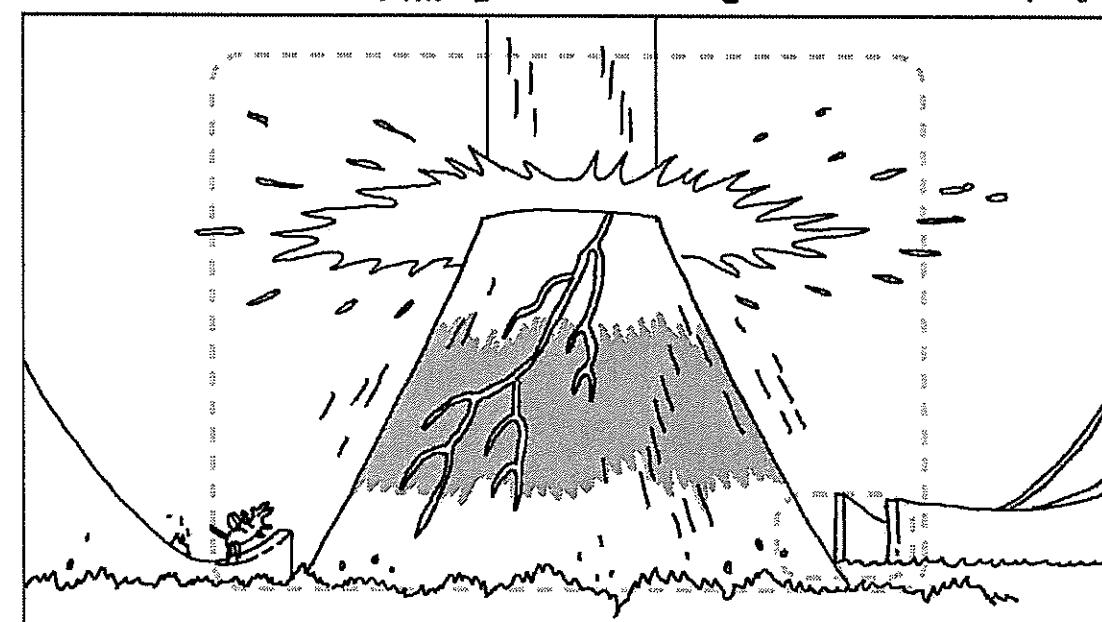


Sc. 108

Pnl. I

Bg.

day night



Dialog:

(SFX) - BOOM!

Action:

Timing:

315

316

Production :

EPISODE # 1034-219

ADVENTURE TIME



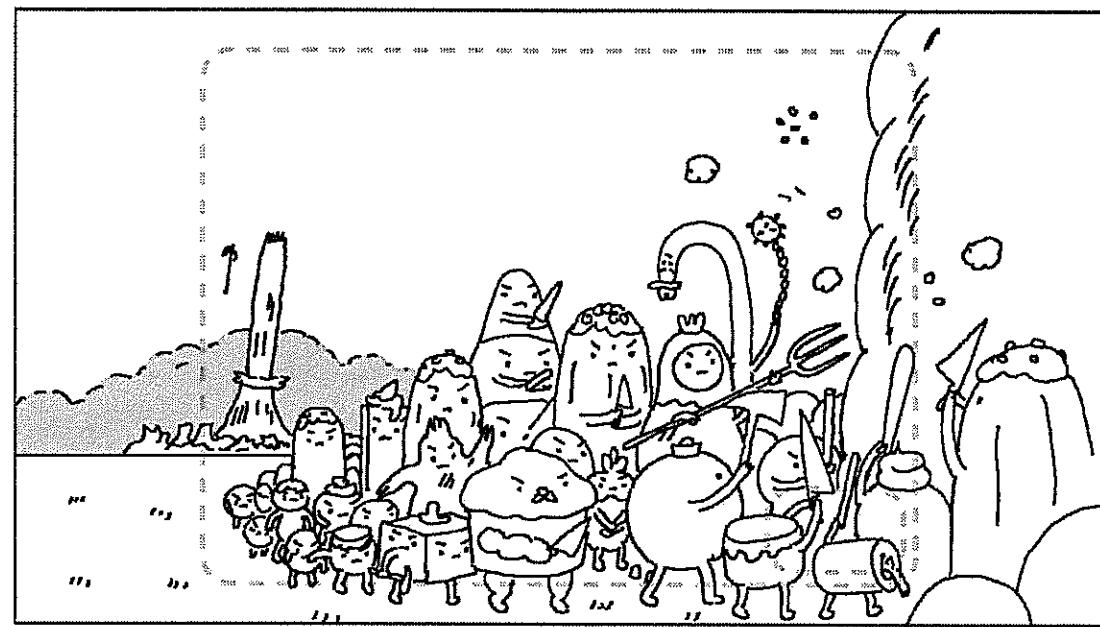
Page 159

Sc. 109

Pnl. A

Bg.

day night



Dialog:

Action: - HUGE LAVA BALL SHOOTS FROM VOLCANO.
- CANDY ATTACKING FOOT.

Timing:

317



318

EPISODE # 1034-219

Production :

ADVENTURE TIME



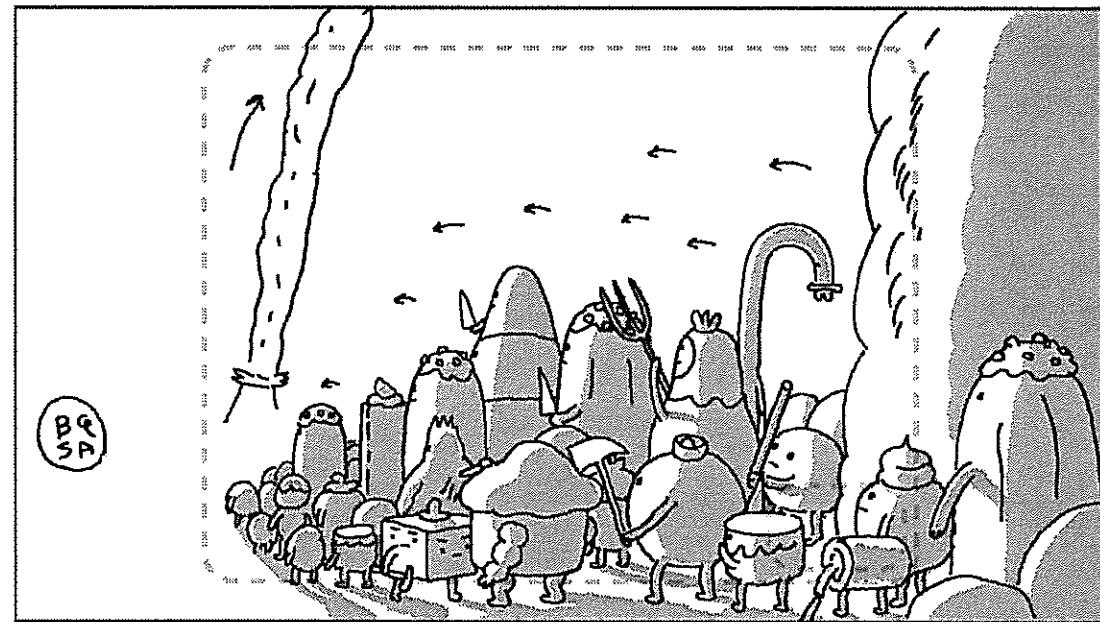
Page 160

Sc. 109

Pnl. B

Bg.

day night

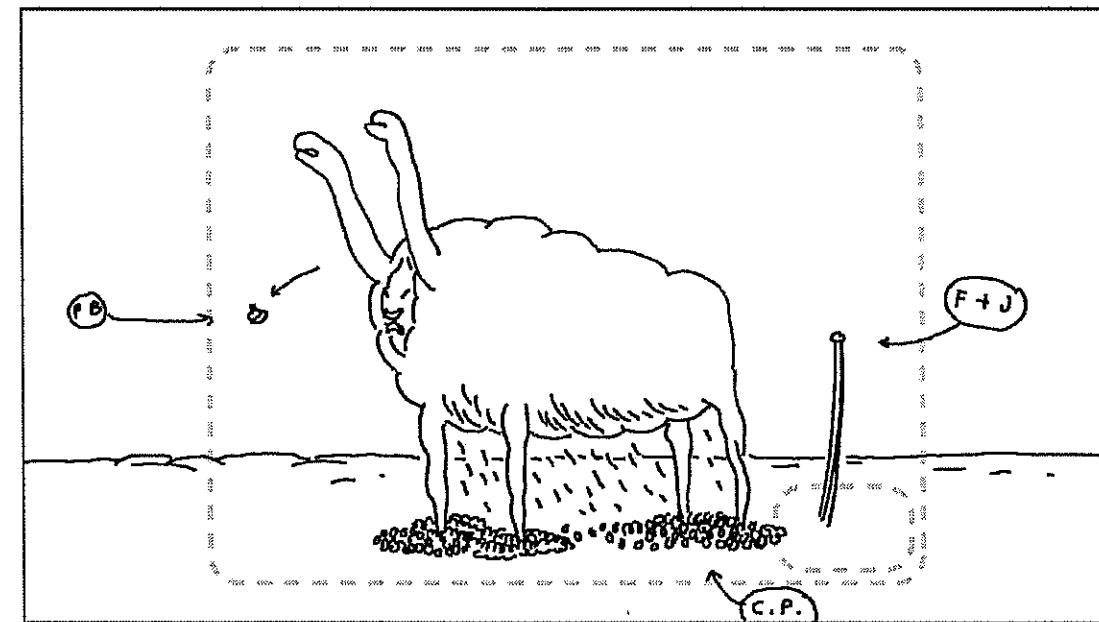


Sc. 110

Pnl. A

Bg.

day night



Dialog:

Action:

- LIKE A DISTANT ROCKET BLASTING OFF.

(IS IT NUTS TO HAVE THEM ALL TURN
LIKE THIS?)

Timing:

319

320

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 161

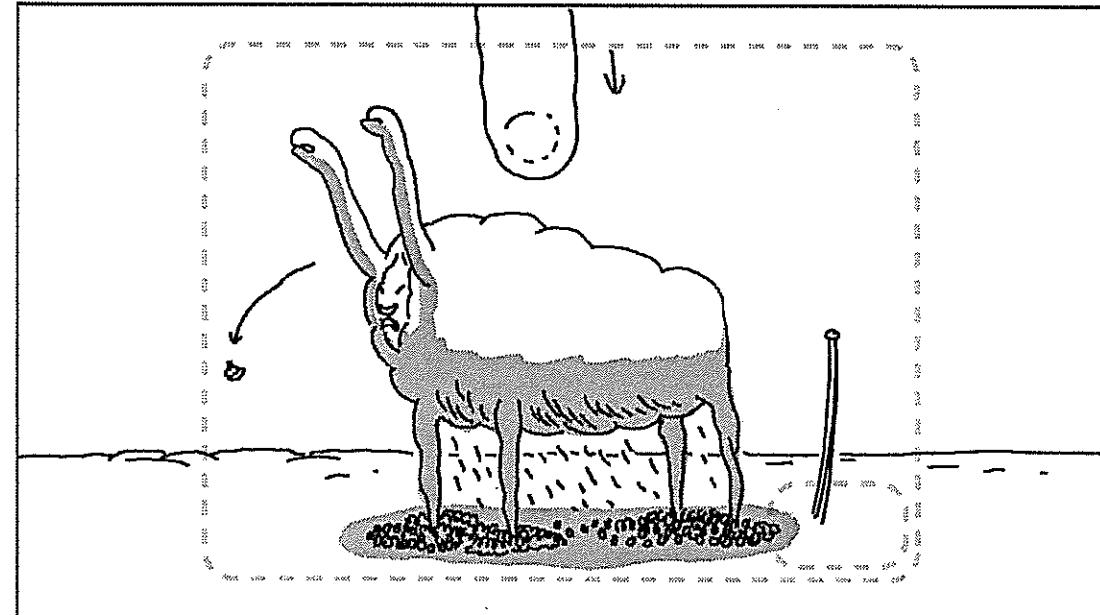
Sc. 110

Pnl. B

(N)

Bg.

day night

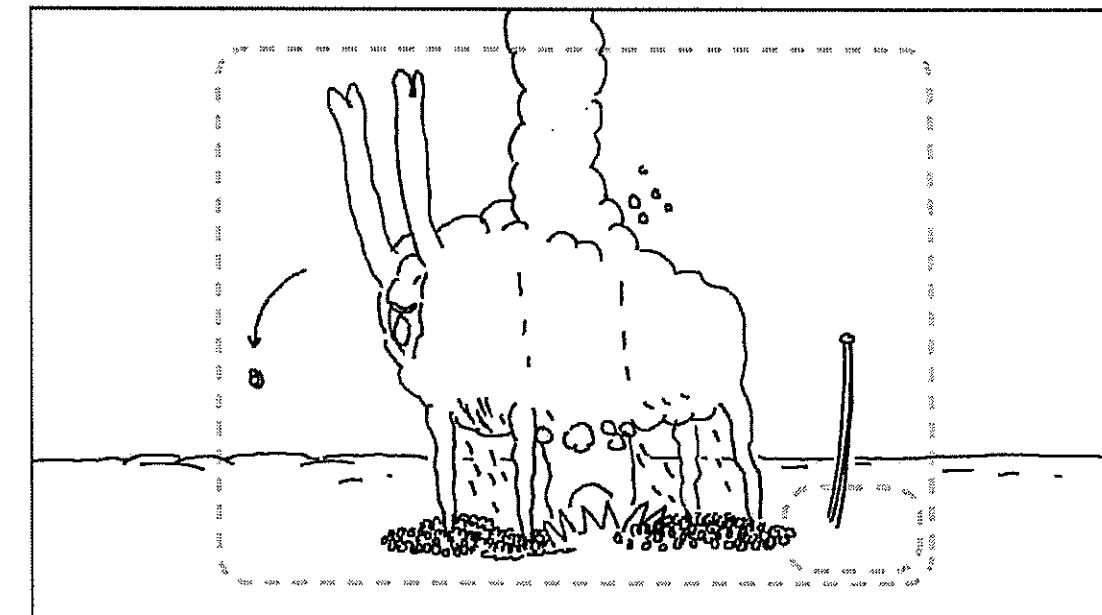


Sc. 110

Pnl. C

Bg.

day night



Dialog:

Action:

- LAVA BALL PLUMMETS ON/S.

- LAVA BALL FALLS THROUGH ESSENCE.
(NO EFFECT)

Timing:

321

322

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 162

Sc. 110

Pnl. D

Bg.

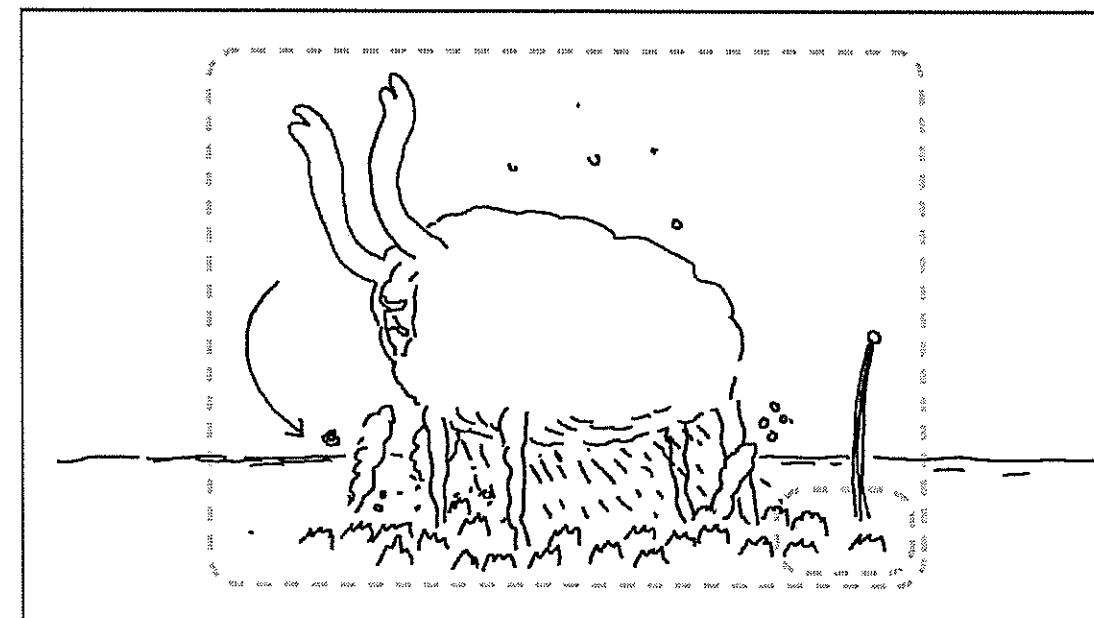
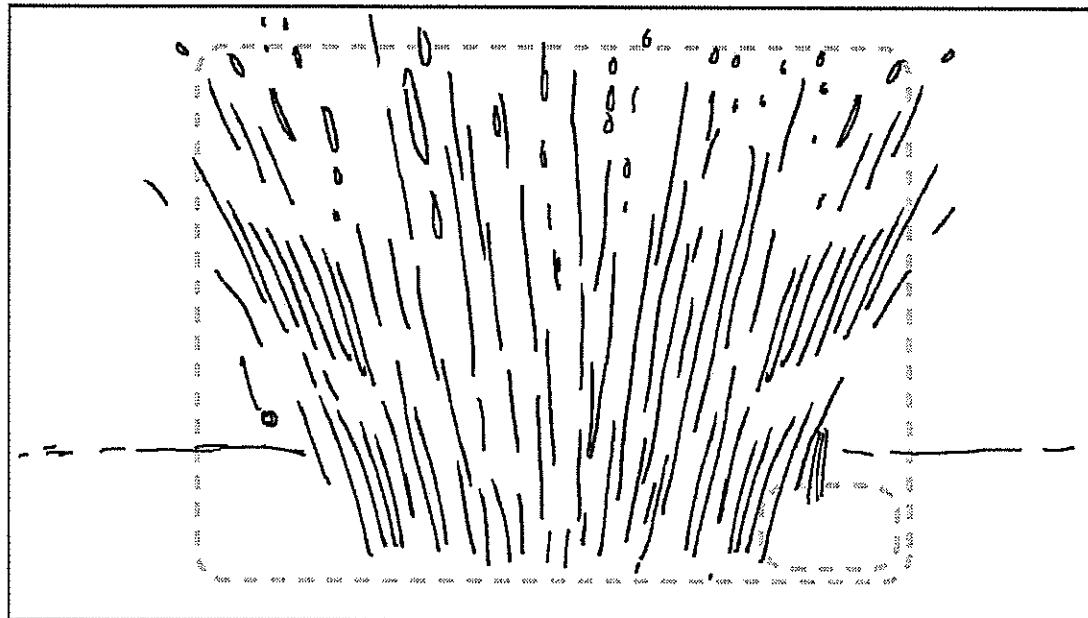
day night

Sc. 110

Pnl. E

Bg.

day night



Dialog:

BOOM!

Action:

- LAVA BALL IMPACTS GROUND
SENDING UP FIRE/ EXPLOSION.

FIRE.

Timing:

323

324

EPISODE # 1034-219

Production :

ADVENTURE TIME



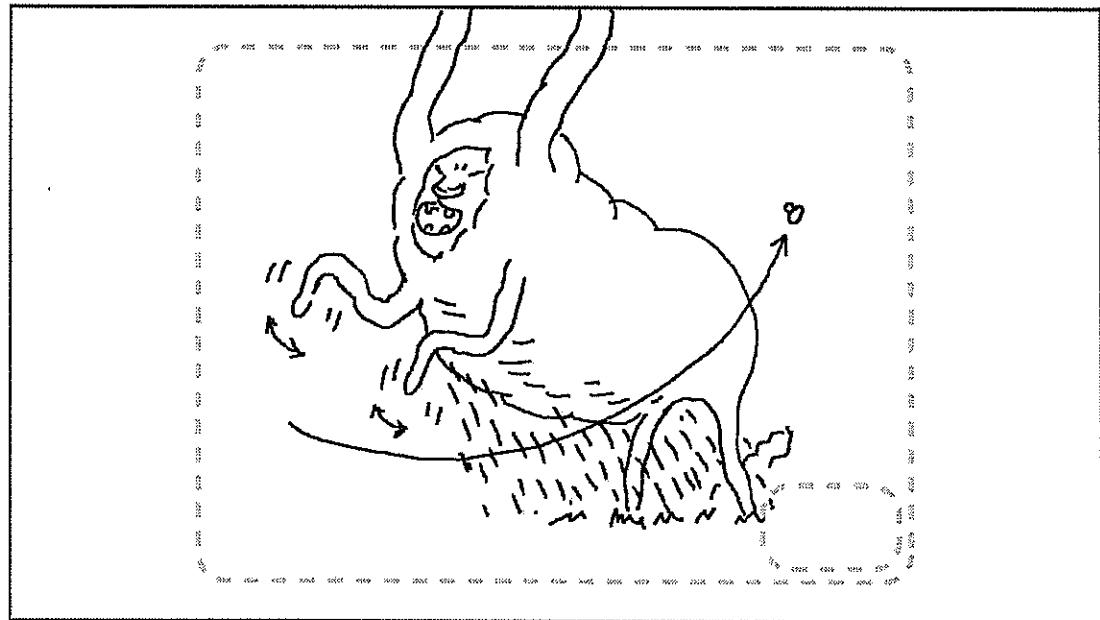
Page 163

Sc. 110

Pnl. F

Bg.

day night

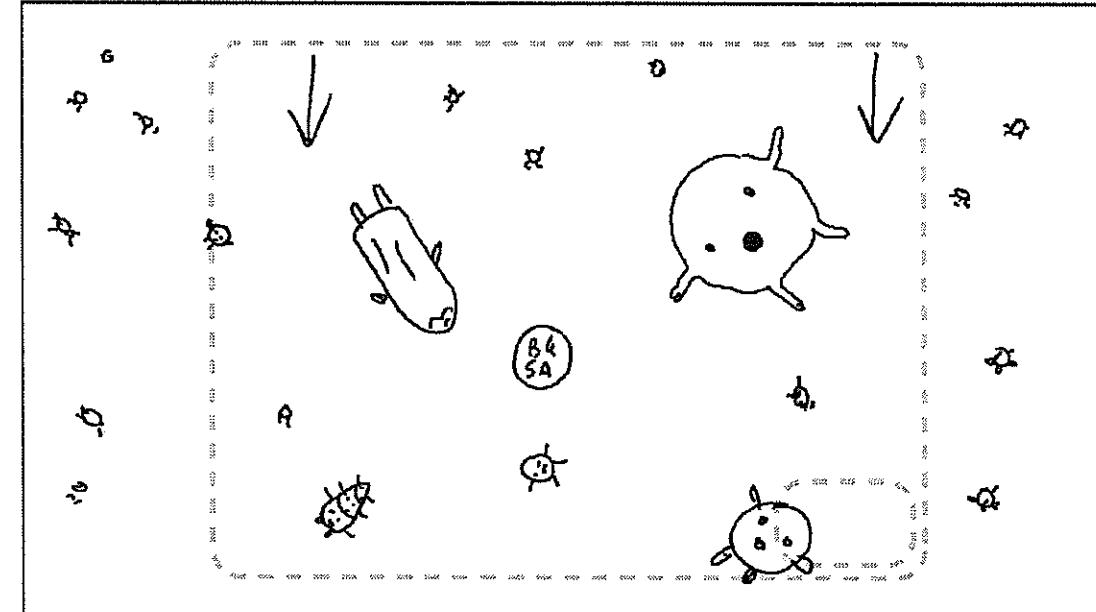


Sc. 110

Pnl. G

Bg.

day night



Dialog:

ESSENCE / = LAUGHING =

Action:

- ESSENCE REARS BACK,

CANDY RAINS DOWN.

Timing:

325

326

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 164

Sc. 11

Pnl. A

Bg.

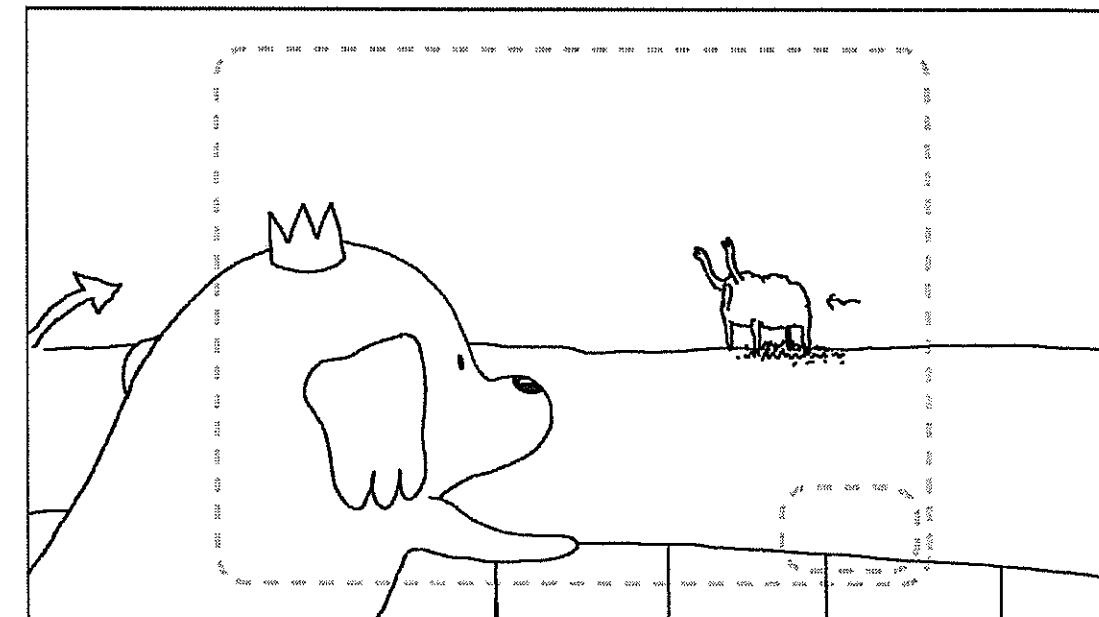
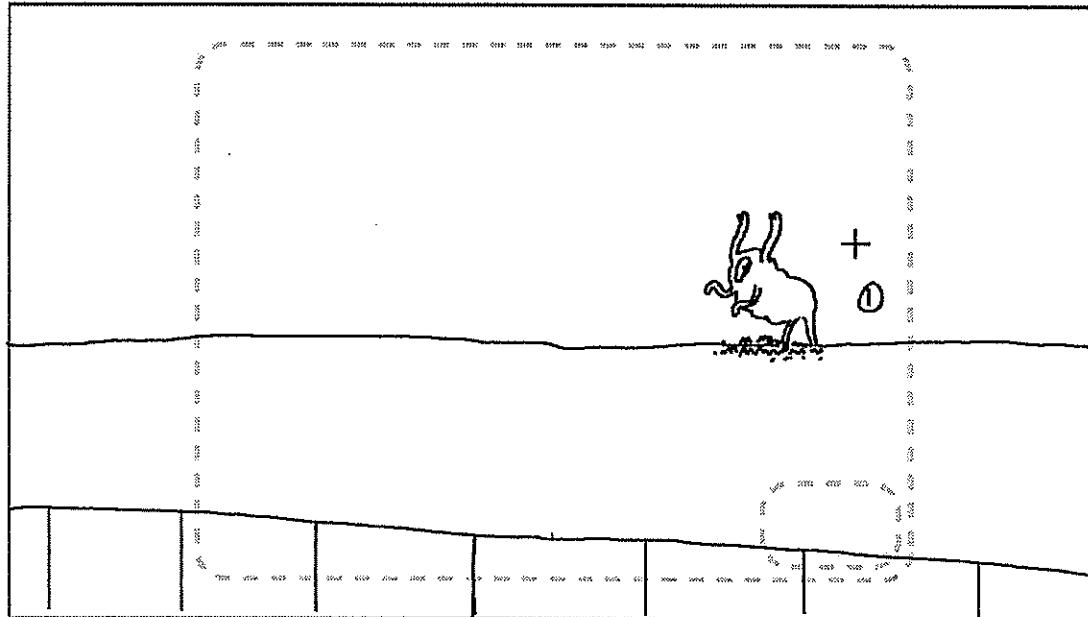
day night

Sc. 11

Pnl. B

Bg.

day night



Dialog:

Action:



-HD. PRINCESS LIFTS HERSELF UP ON FENCE

Timing:

327

328

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 165

Sc. 111

Pnl. C

Bg.

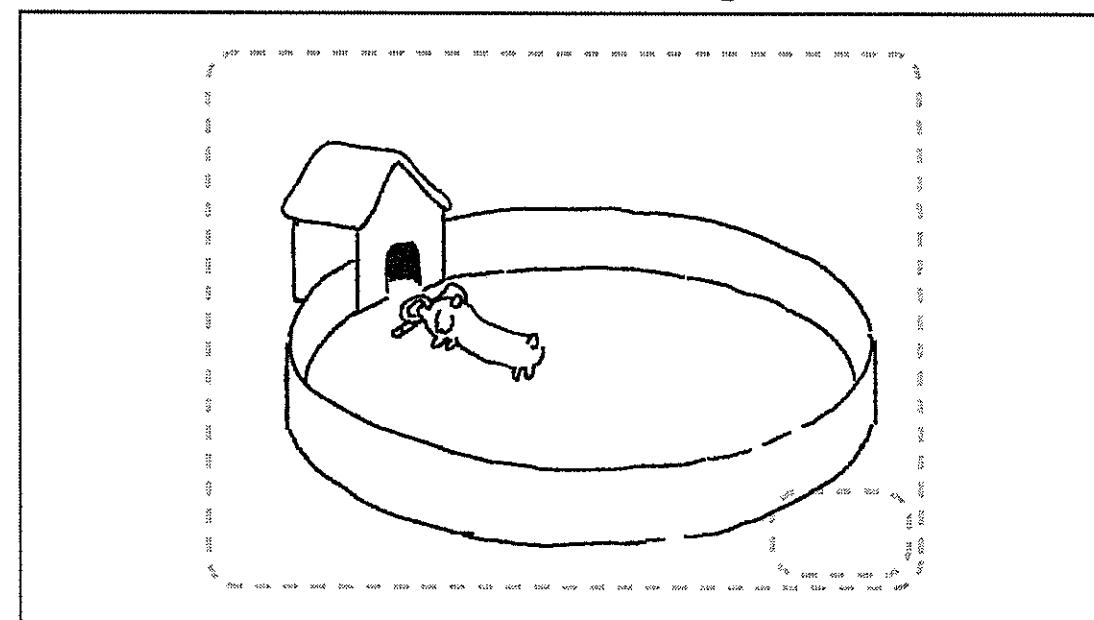
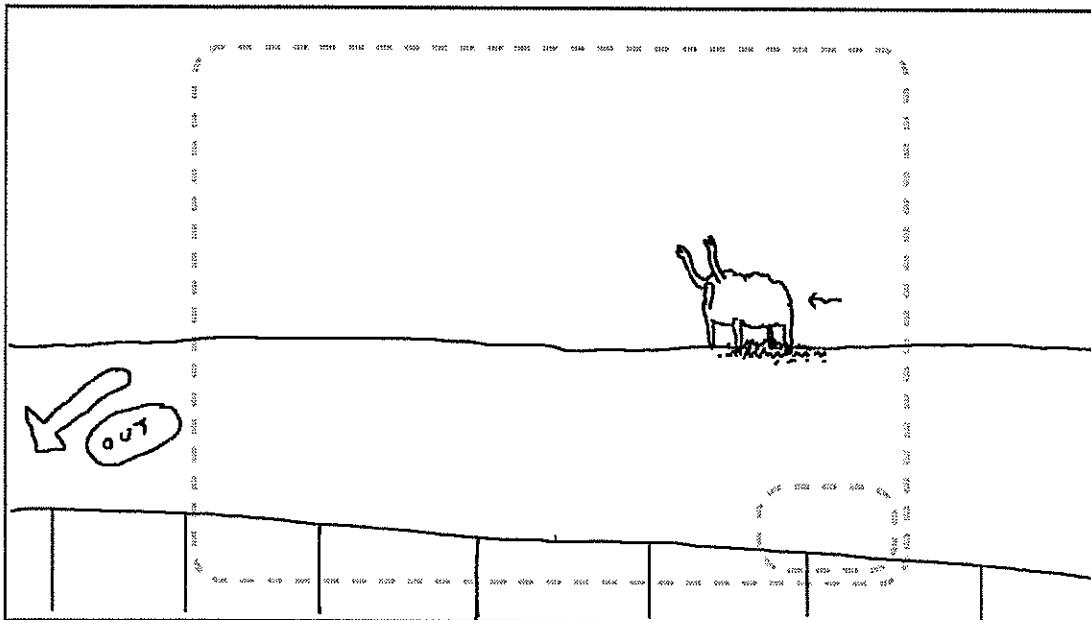
day night

Sc. 112

Pnl. A

Bg.

day night



Dialog:

Action:

- HD PRINCESS SWINGS OFF/S.

Timing:

329

330

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 166

Sc. 112

Pnl. B

Bg.

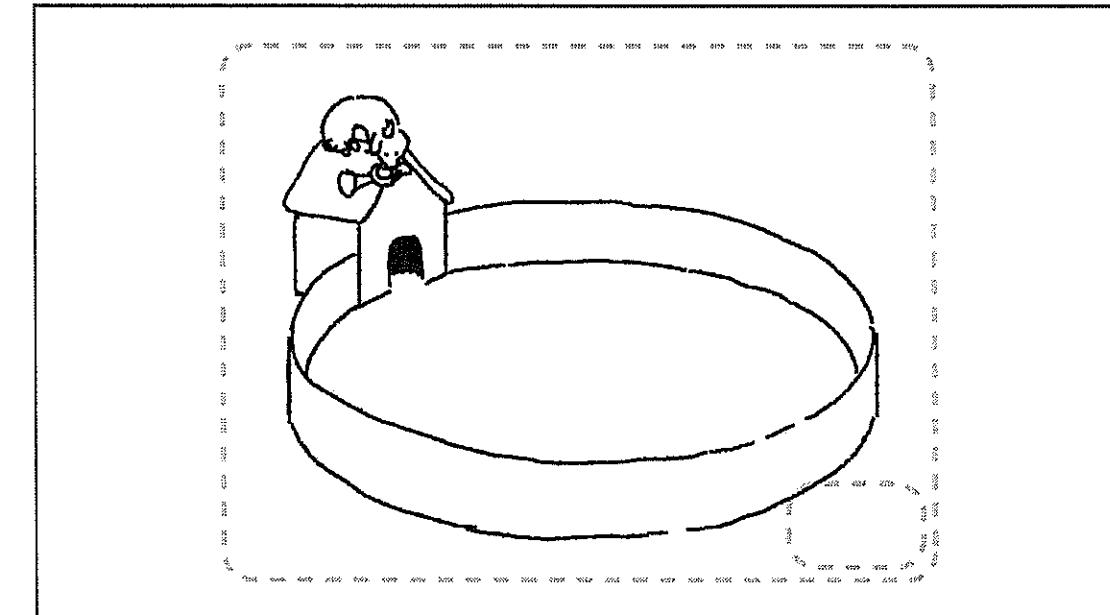
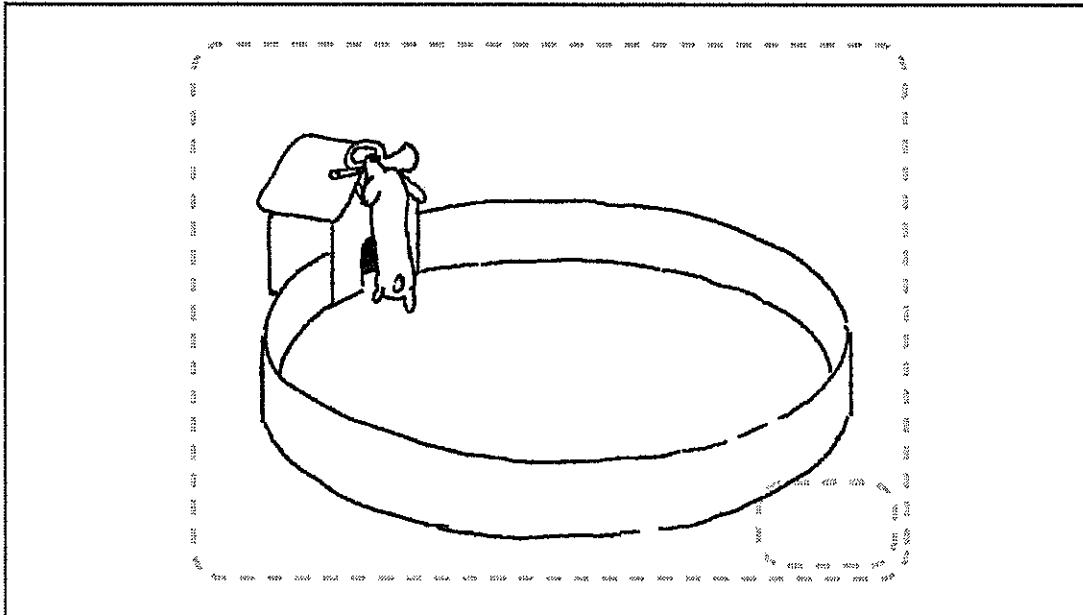
day night

Sc. 112

Pnl. C

Bg.

day night



Dialog:

Action:

- HDP CLIMBS ON TOP OF DOG HOUSE,

Timing:

331

332

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 167

Sc. 112

Pnl. P

Bg.

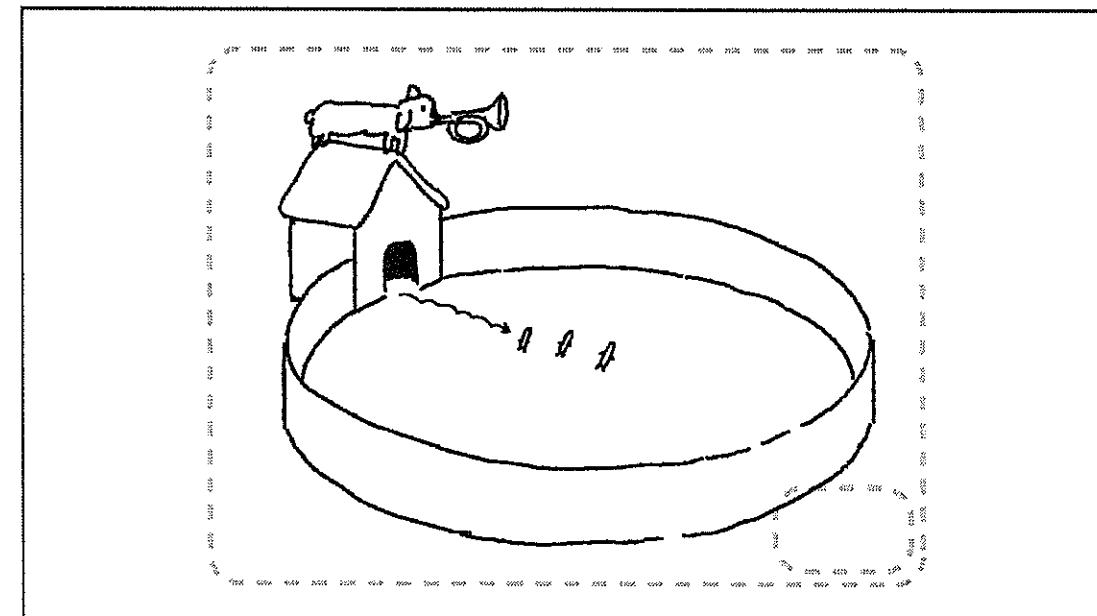
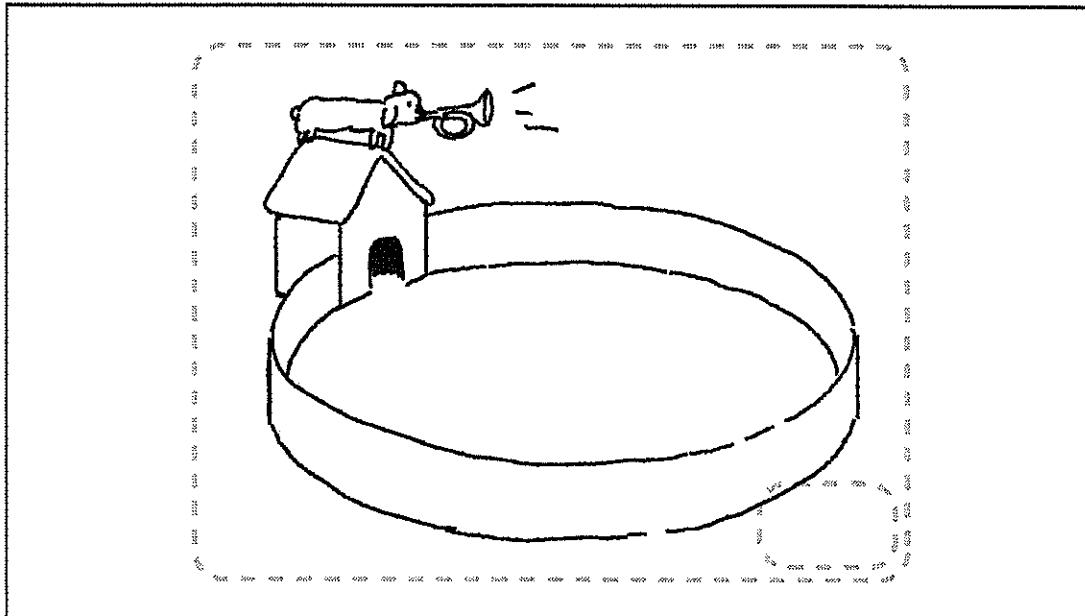
day night

Sc. 112

Pnl. E

Bg.

day night



Dialog:

(SAX) TOOT TA - TOOT!

Action:

- HOT DOG WARRIORS RUN OUT.

Timing:

333

334

Production :

EPISODE # 1034-219

ADVENTURE TIME



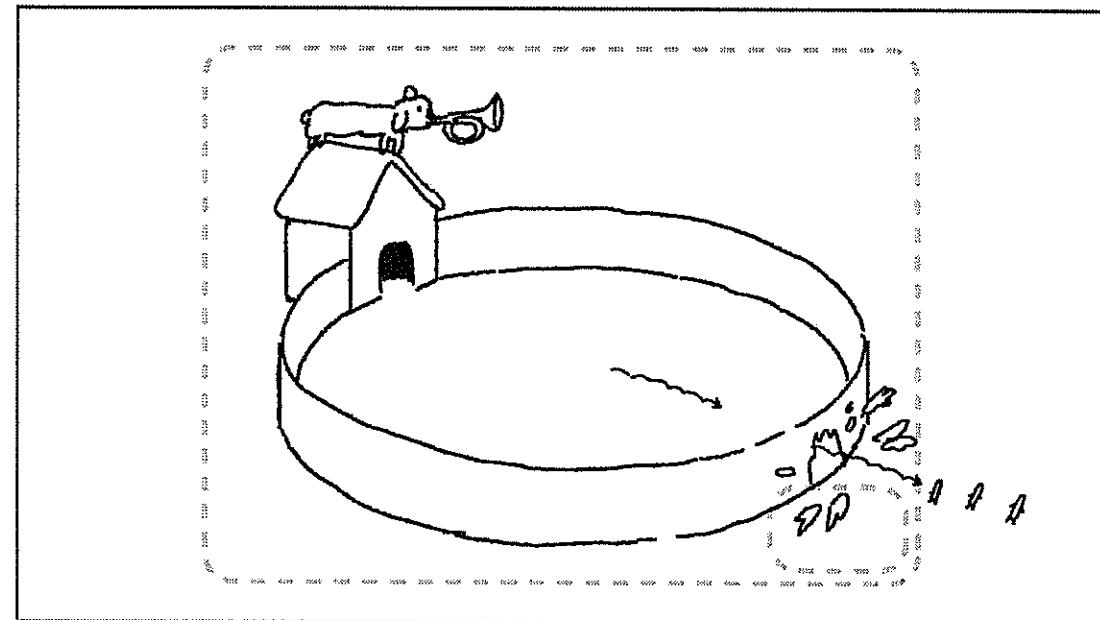
Page 168

Sc. 112

Pnl. F

Bg.

day night

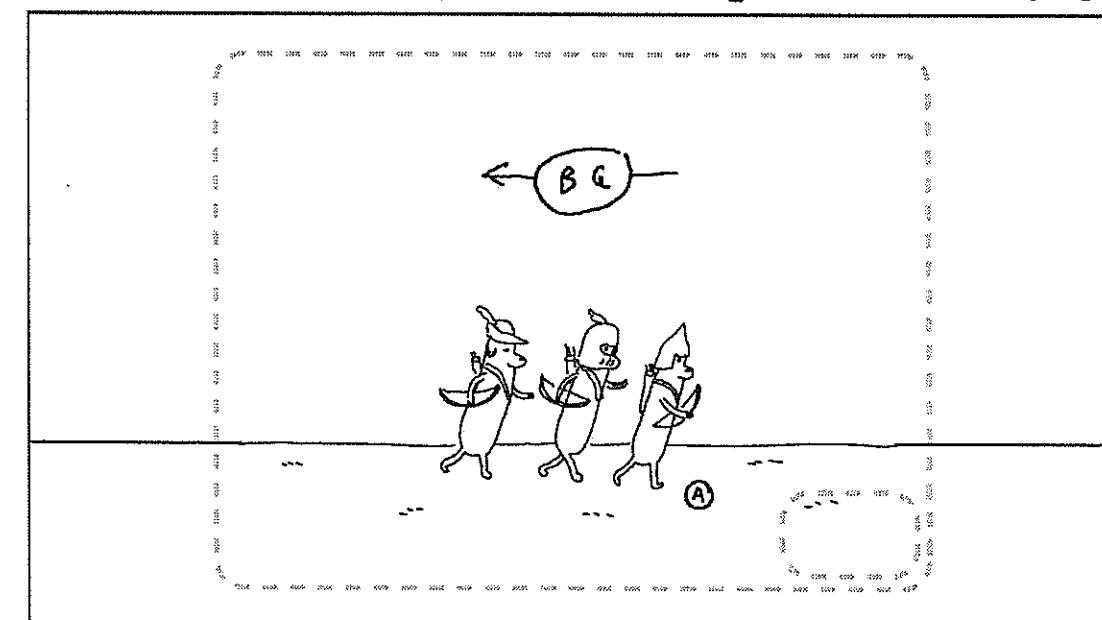


Sc. 113

Pnl. A

Bg.

day night



Dialog:

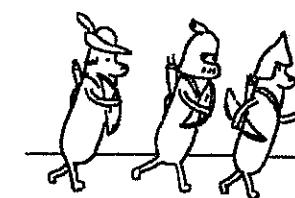
(SFX) = SMASH

Action:

- HD WARRIORS SMASH THROUGH FENCE.

Timing:

335



RUN POSES ⑧

336

Production :

EPISODE # 1034-219

ADVENTURE TIME



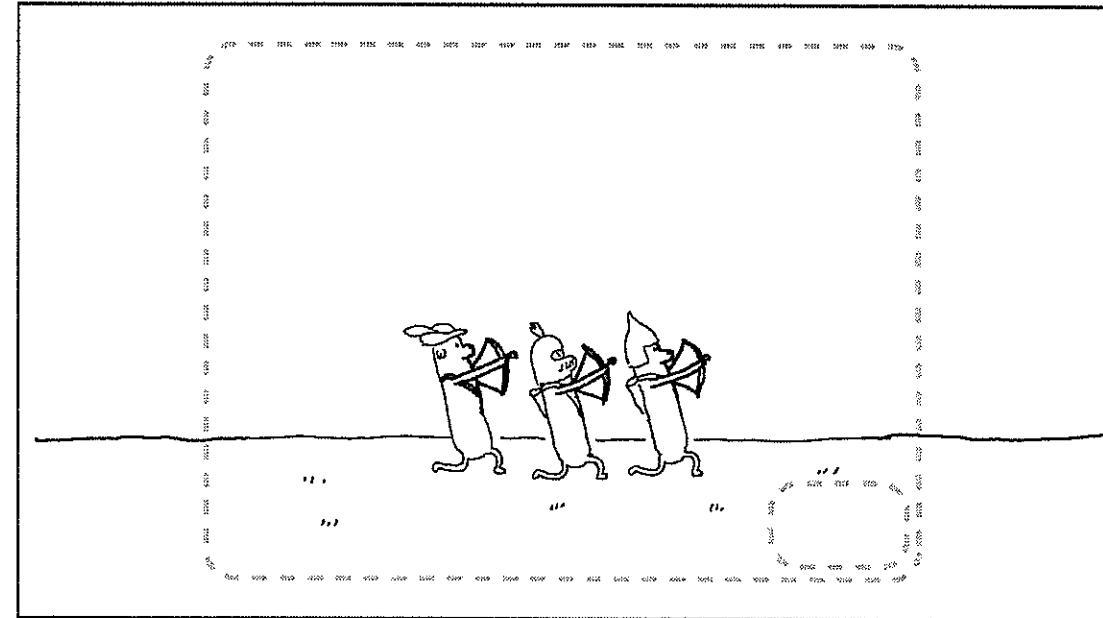
Page 169

Sc. 113

Pnl. 8

Bg.

day night

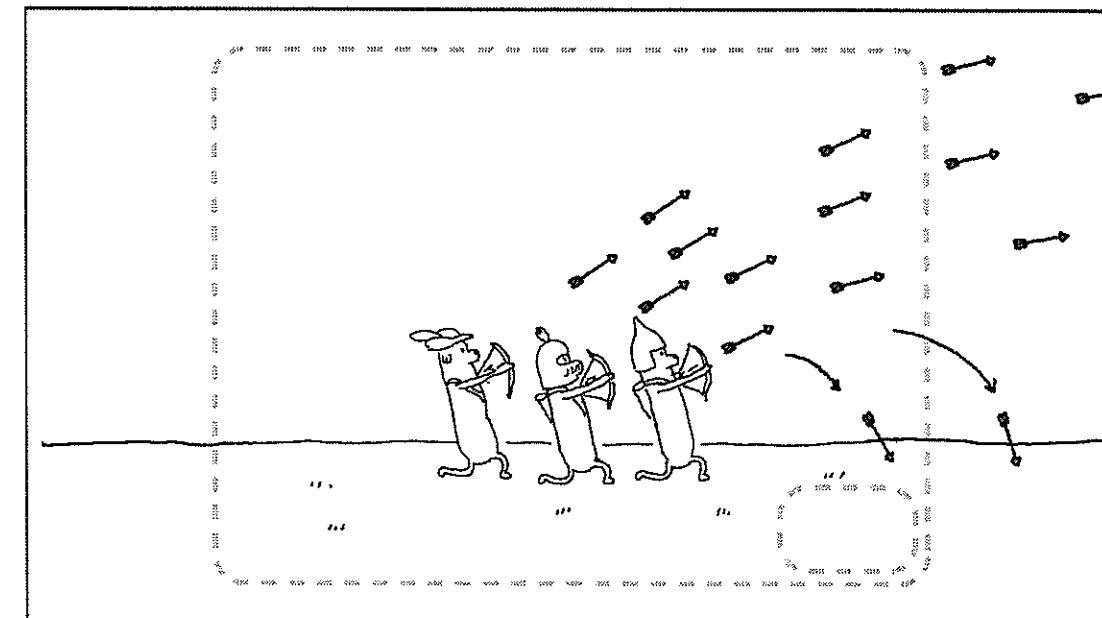


Sc. 113

Pnl. C

Bg.

day night



Dialog:

(SFX)
TWANG TWANG TWANG
TWANG TWANG
TWANG TWANG TWANG

Action:

BG STOPS

Timing:

337

338

EPISODE # 1034-219

Production :

ADVENTURE TIME



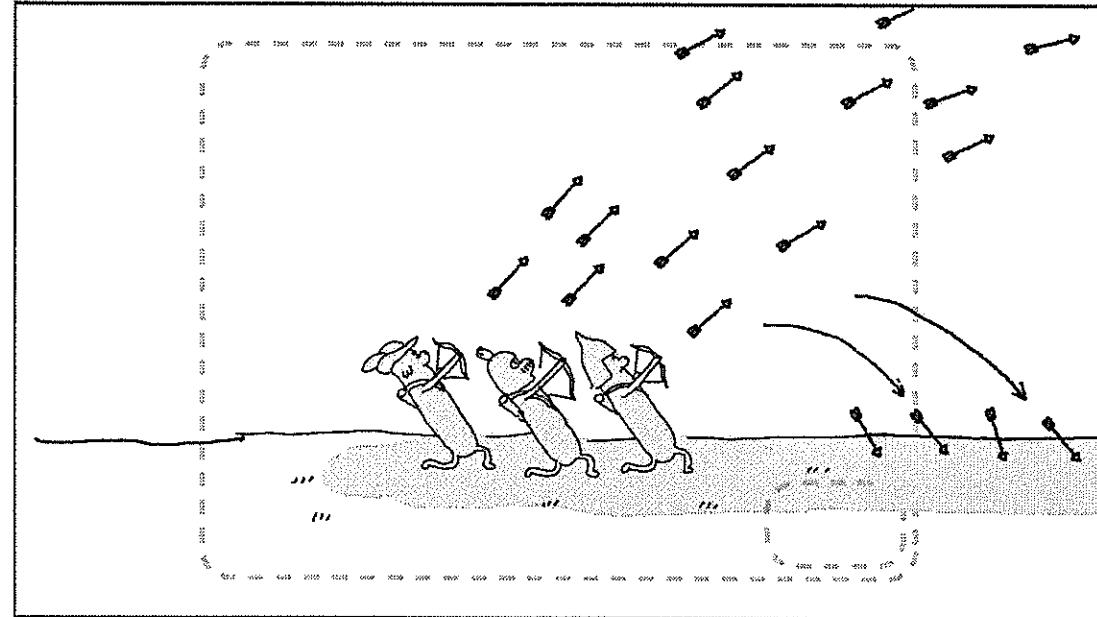
Page 170

Sc. 113

Pnl. D

Bg.

day night

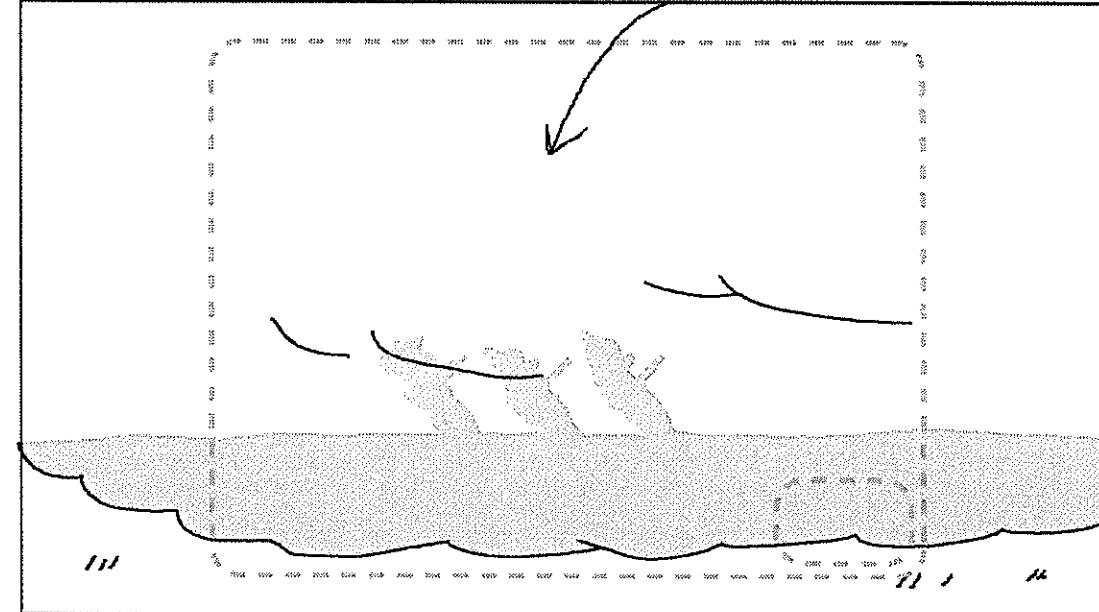


Sc. 113

Pnl. E

Bg.

day night



Dialog:

SFX
GB WOOM!

Action:

- ARCHING UP. AS ESSENCE LOWERS FOOT

- FOOT COMES DOWN.

Timing:

339

340

EPISODE # 1034-219

Production :

ADVENTURE TIME



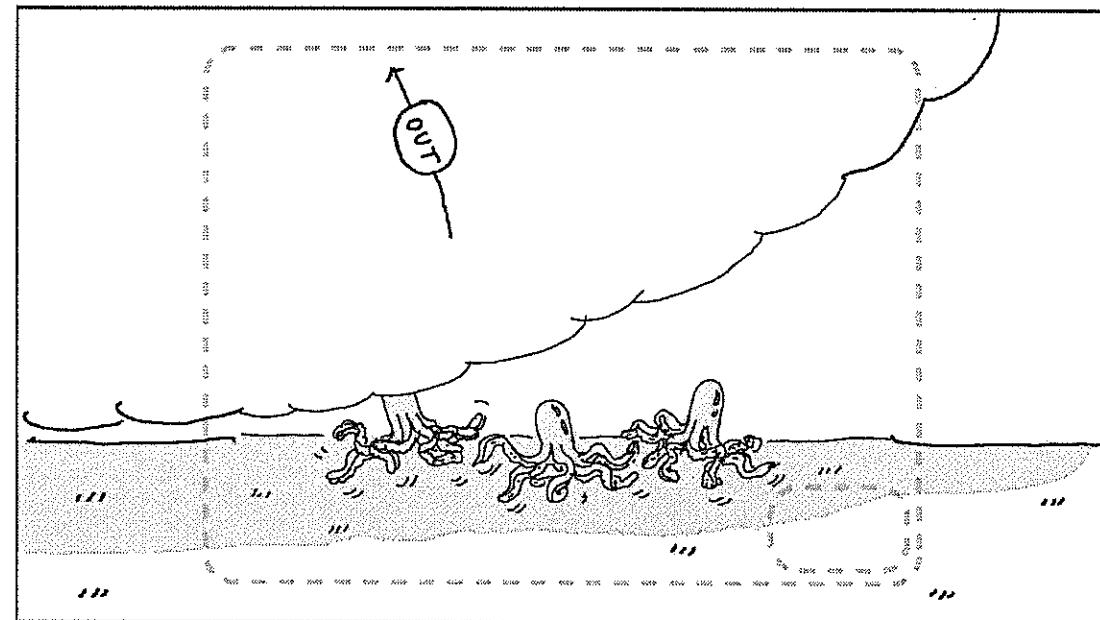
Page 1 / 1

Sc. 113

Pnl. F

Bg.

day night

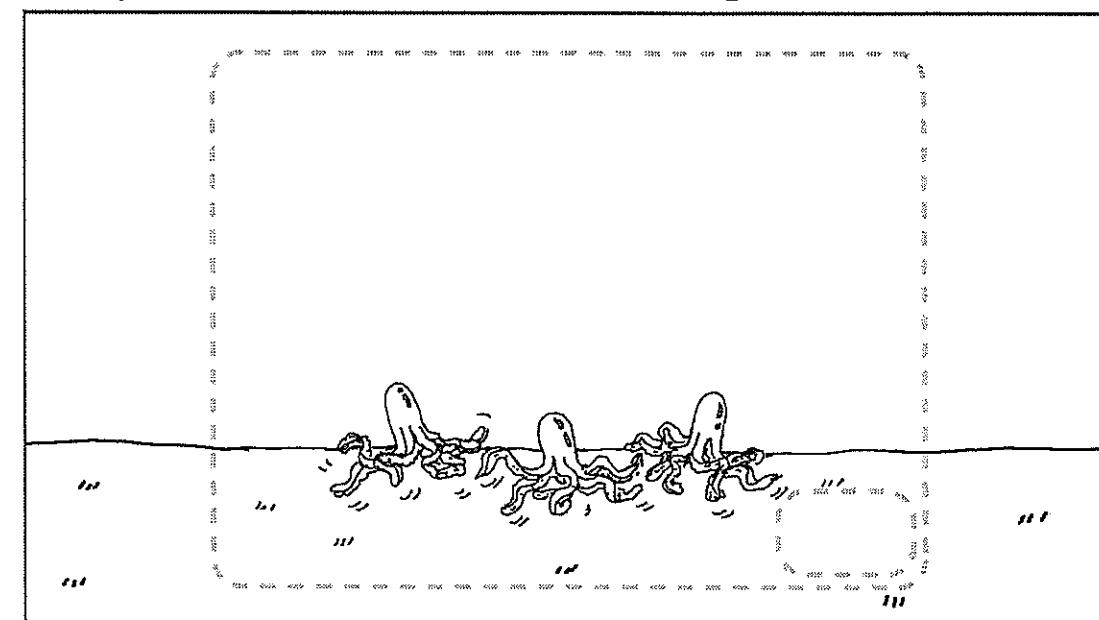


Sc. 113

Pnl. G

Bg.

day night



Dialog:

Action:

WIGGLING OVER-COOKED
HOT DOG OCTOPI.

Timing:

(LIKE REAL OVER-COOKED.)

341

342

EPISODE # 1034-219

Production :

ADVENTURE TIME



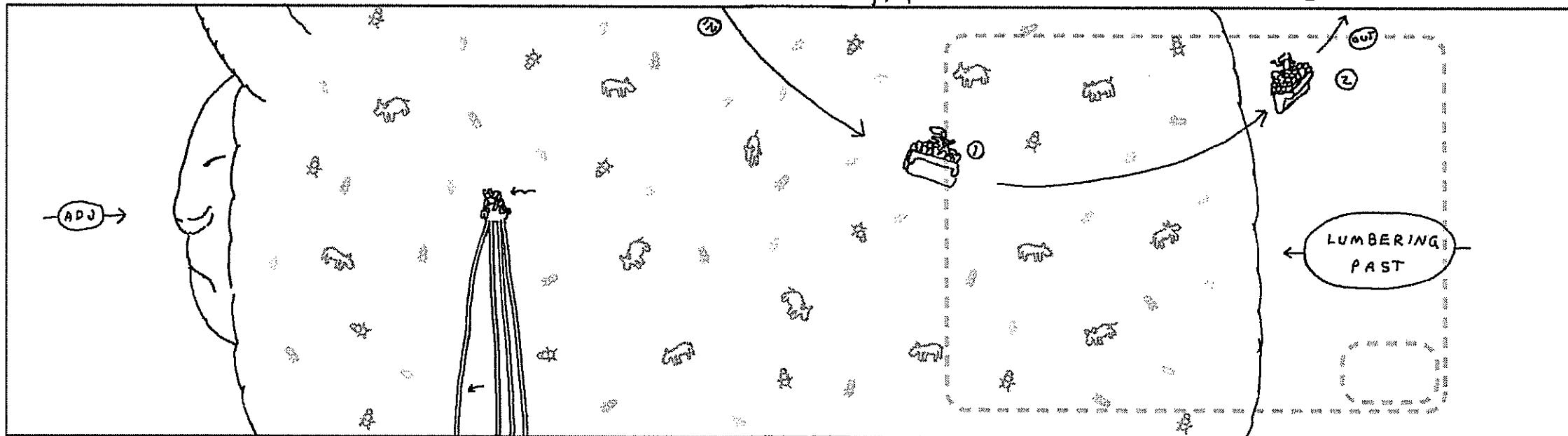
Page 122

Sc. 114

Pnl. A

Bg.

day night



Dialog:

Action:

- PAN ACROSS ACTION

Timing:

343

344

EPISODE # 1034-219

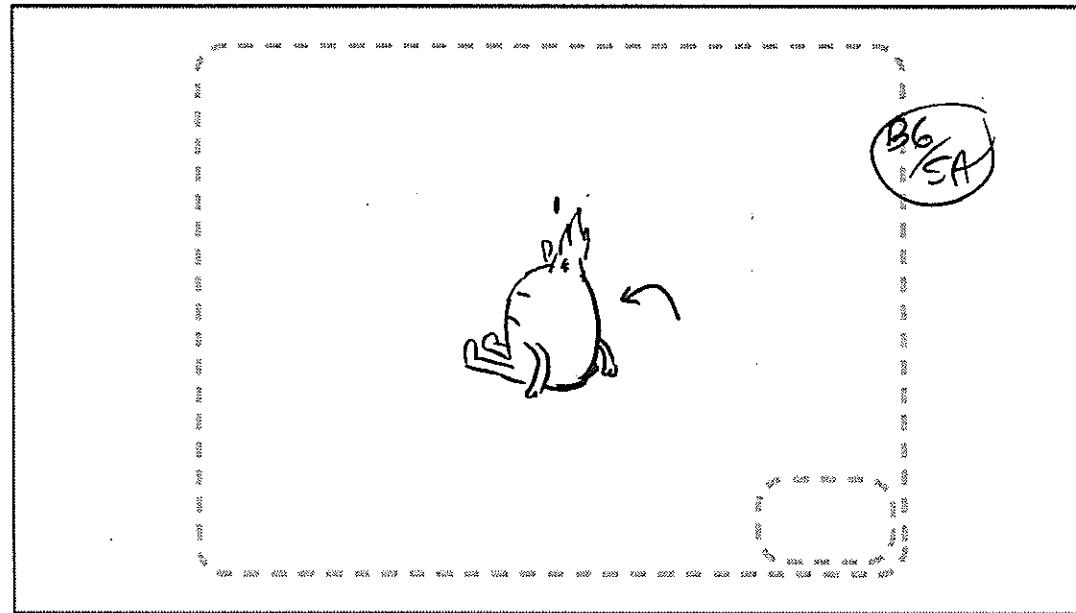
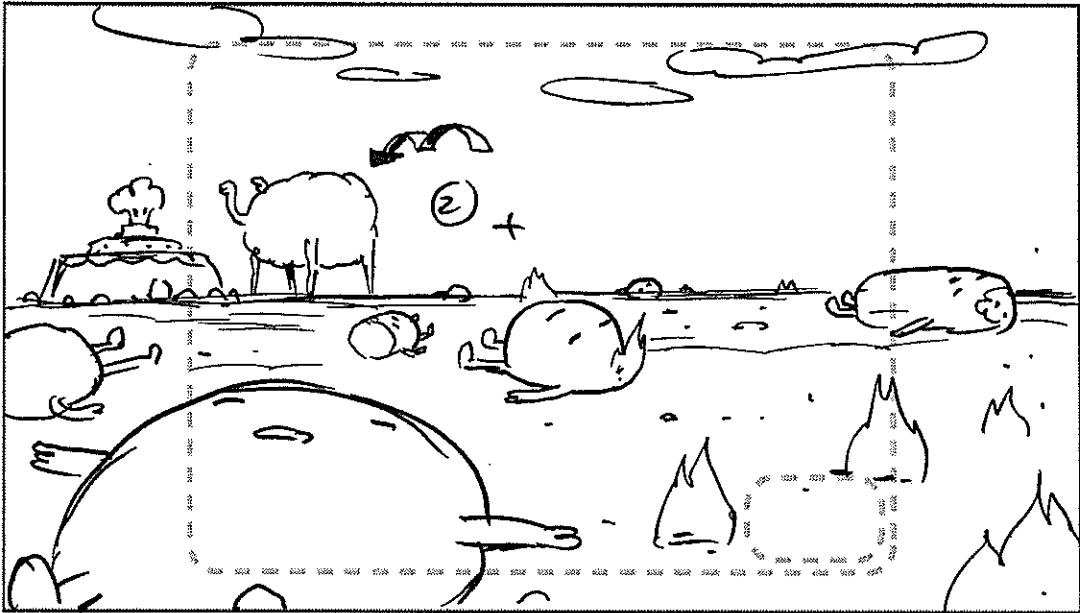
Production :

ADVENTURE TIME



Sc. 115 Pnl. A Bg.

Sc. 115 **Pnl.** B **Bg.** day night

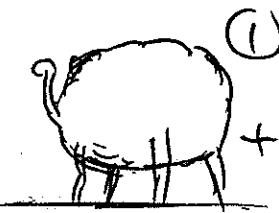


Page 173

EPISODE# 1034-219

Production:

Dialog:



(CP:) *murmur*

- Candy person w/ herd on fire sits up

Action:

Timing:

345

346

ADVENTURE TIME



Page 174

Sc.

116

Pnl.

A

Bg.

day night

Sc.

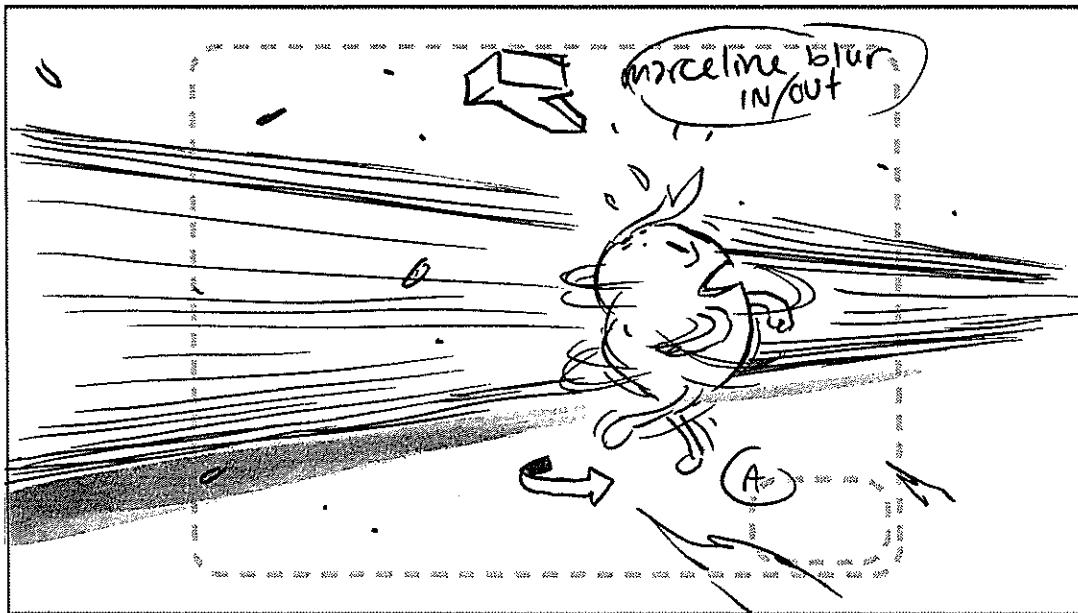
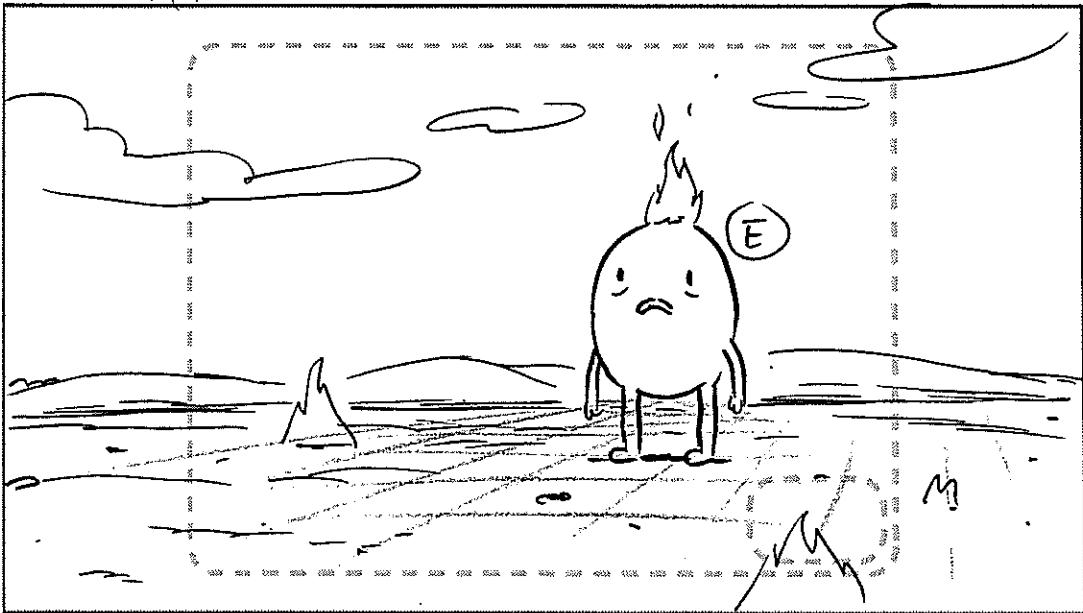
116

Pnl.

B

Bg.

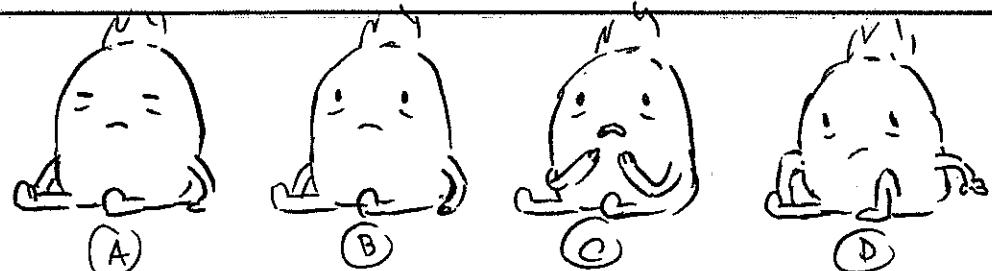
day night



Dialog: (CP) (C) * GASP x OH NO (E) How are we gonna do this? It's impossible. I mean, I don't know- we're doomed I guess. I mean it's game over. I can't believe it, who would've -

SFX: WHOOOSH!!

Action:



- Marceline zooms past candy person

Timing:



347

348

Production :

1034-219

ADVENTURE TIME



Page 175

Sc. 116

Pnl. C

Bg.

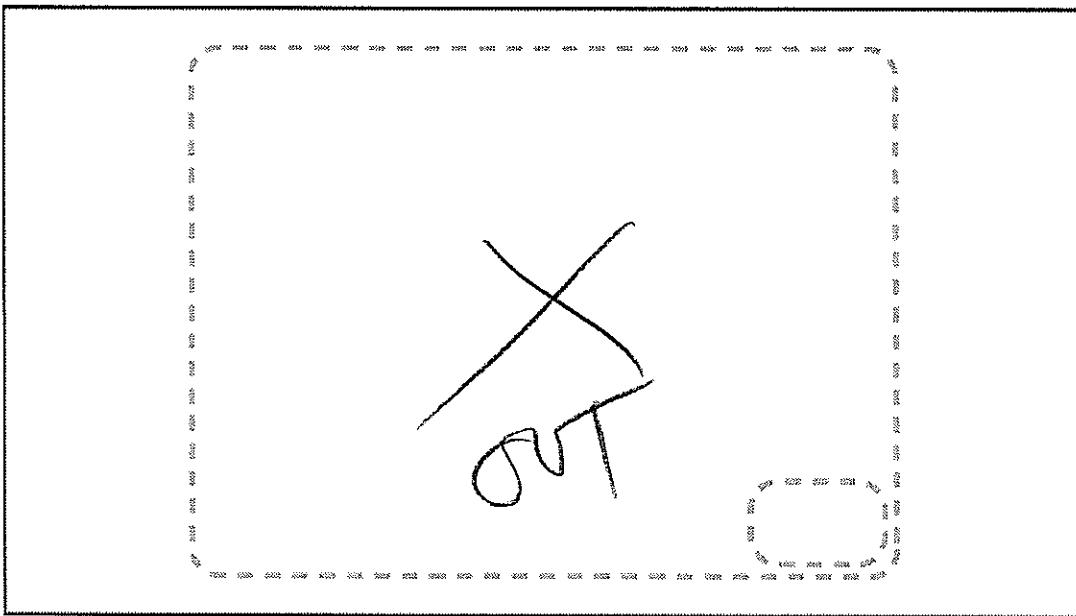
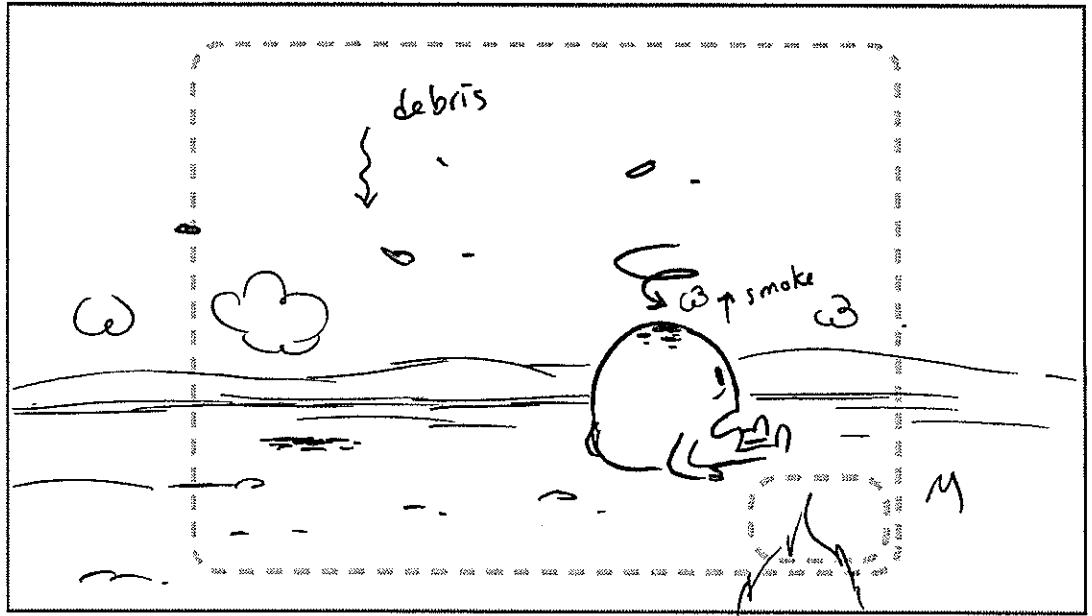
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - Candy person falls on his butt, fire extinguished

Timing:

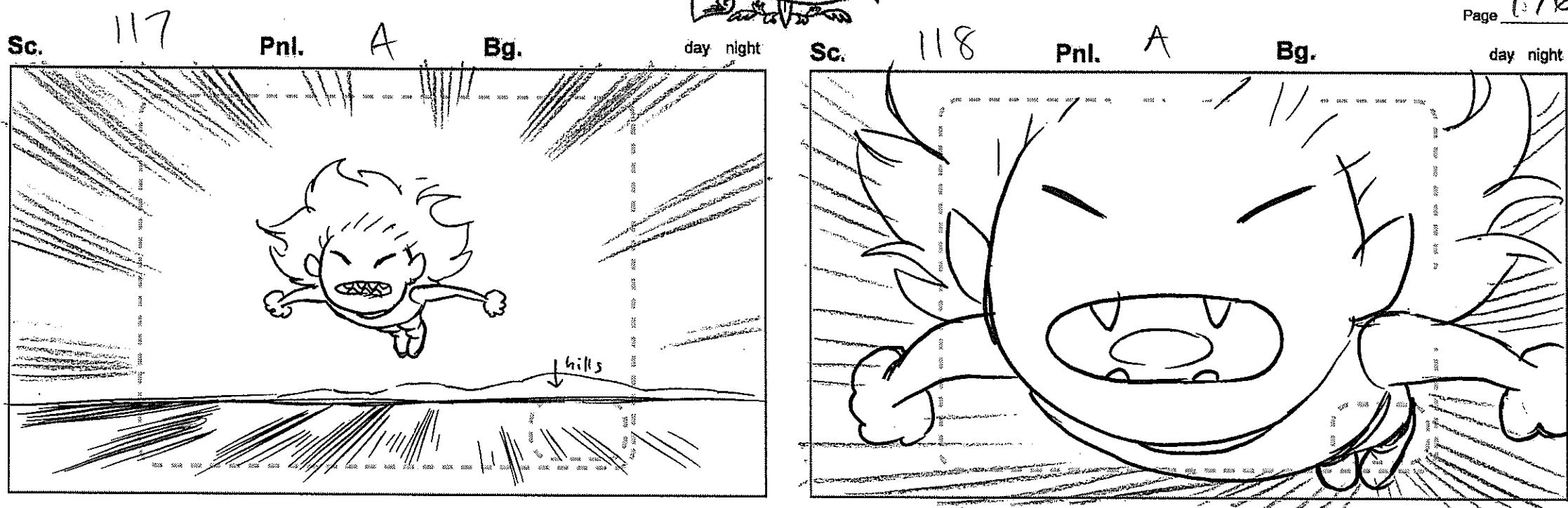
349

350

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 176

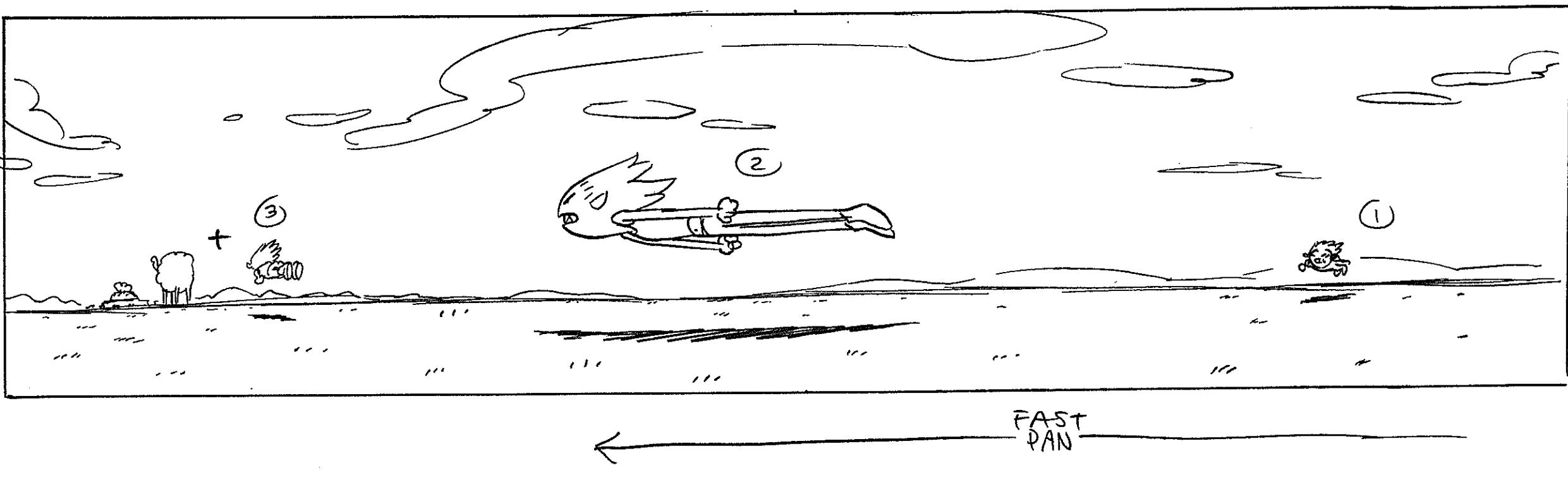
Dialog:	(M) *RRR*	M: I'M GONNA POOP MY PANTS (IF FINN KILLS THIS GUY INSTEAD OF ME !!!)
Action:		"POOP" ALTS: CRAP, STINK-UP, DOOK-UP, BOMB-UP another ALT: I'M GONNA POOP MY PANTS OFF IF FINN KILLS THIS GUY INSTEAD OF ME !!
Timing:	351	352

EPISODE # 1034-219

Production :

Sc. 119 Pl. A

pg 177



+ (4)

353

FAST
PAN

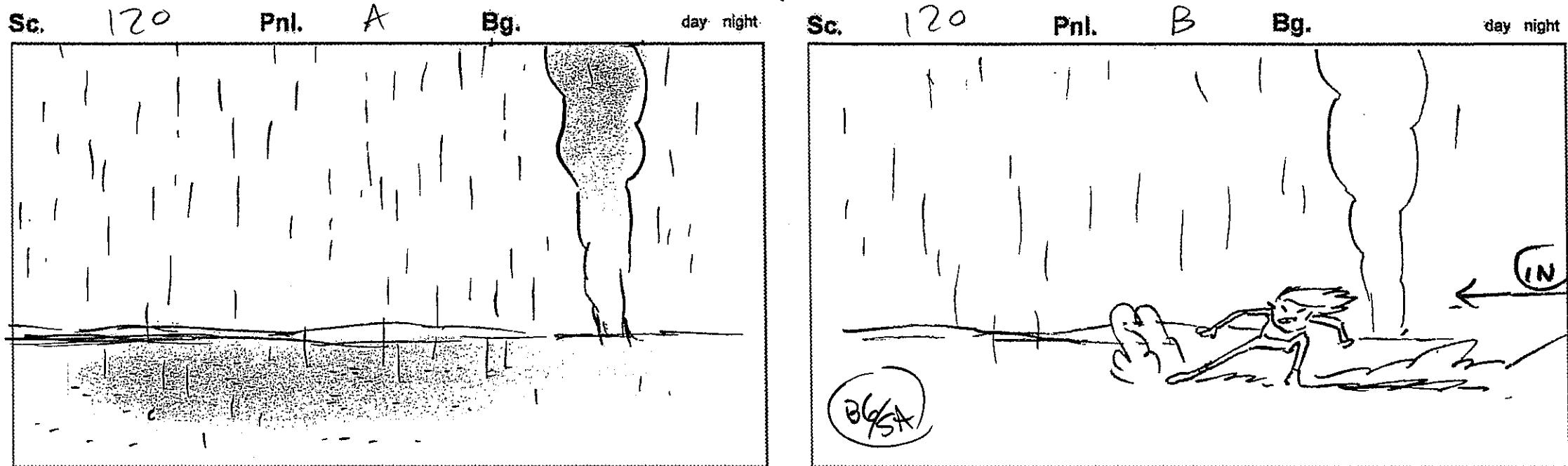
354

1034-219

ADVENTURE TIME



Page 178



Dialog:

(SFX: *TIRE SQUEAL*) →

Action:

Timing:

355

- Marceline
skids into
shot,
decelerating
the whole
time



356

EPISODE # 1034-219

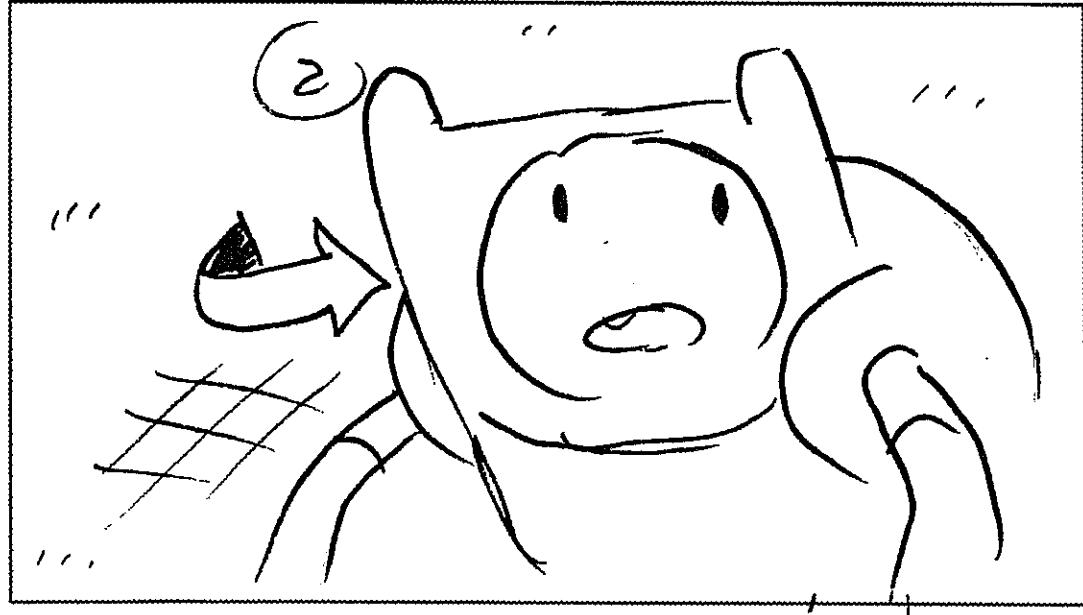
Production :

ADVENTURE TIME



Page 179

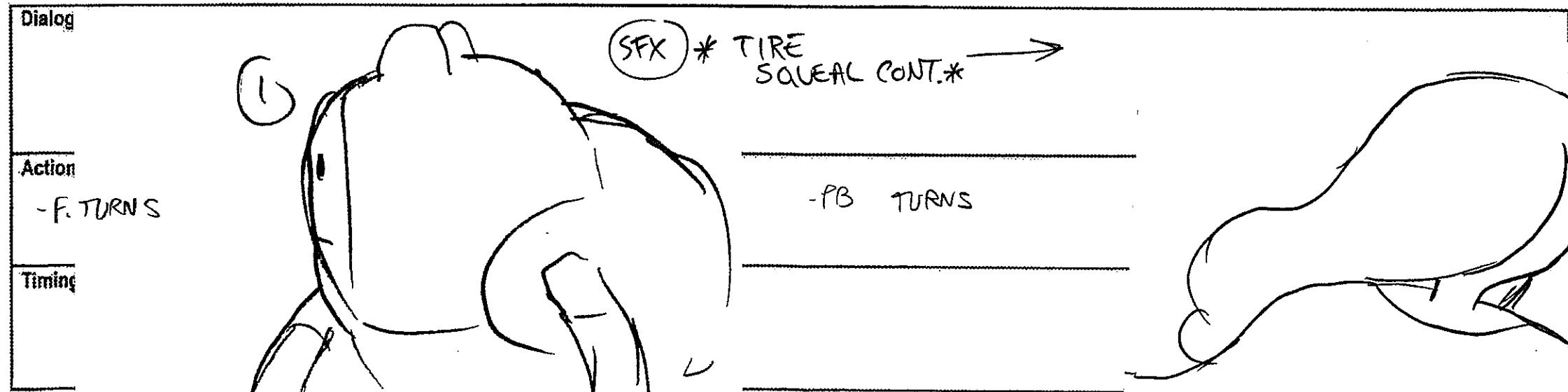
Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. A Bg. day night



EPISODE # 1034-219



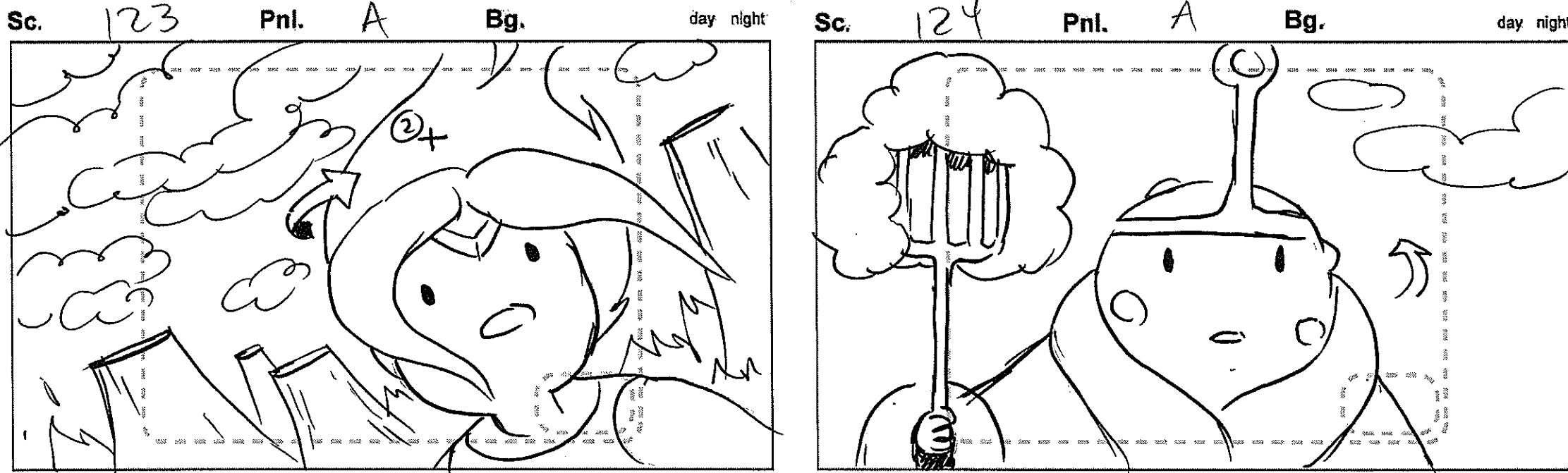
357

358

ADVENTURE TIME

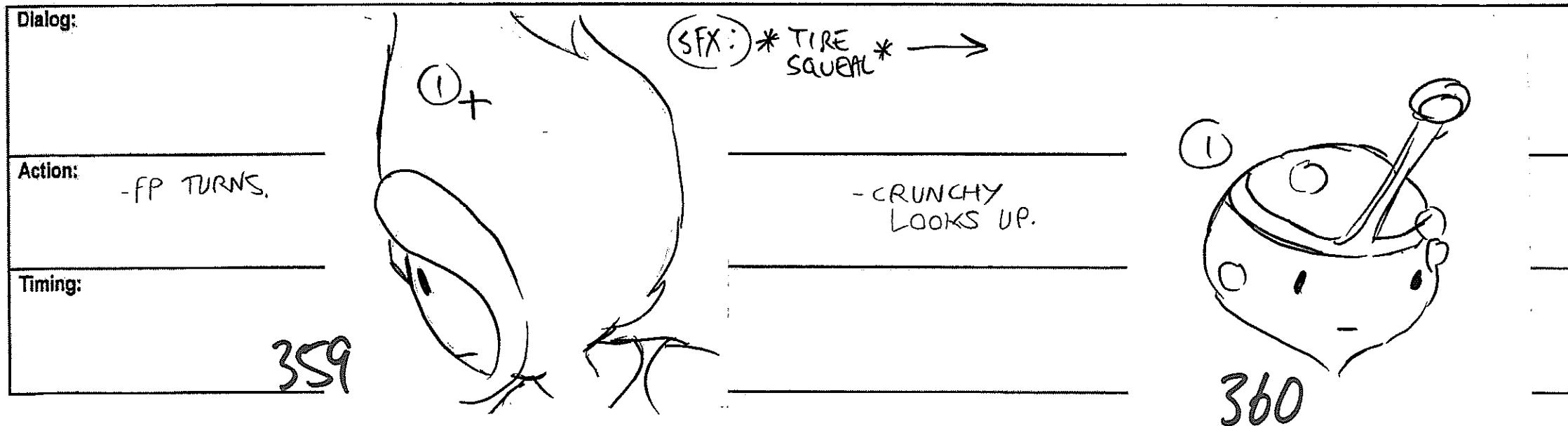


Page 180



EPISODE # 1034-219

Production :



ADVENTURE TIME



Page 181

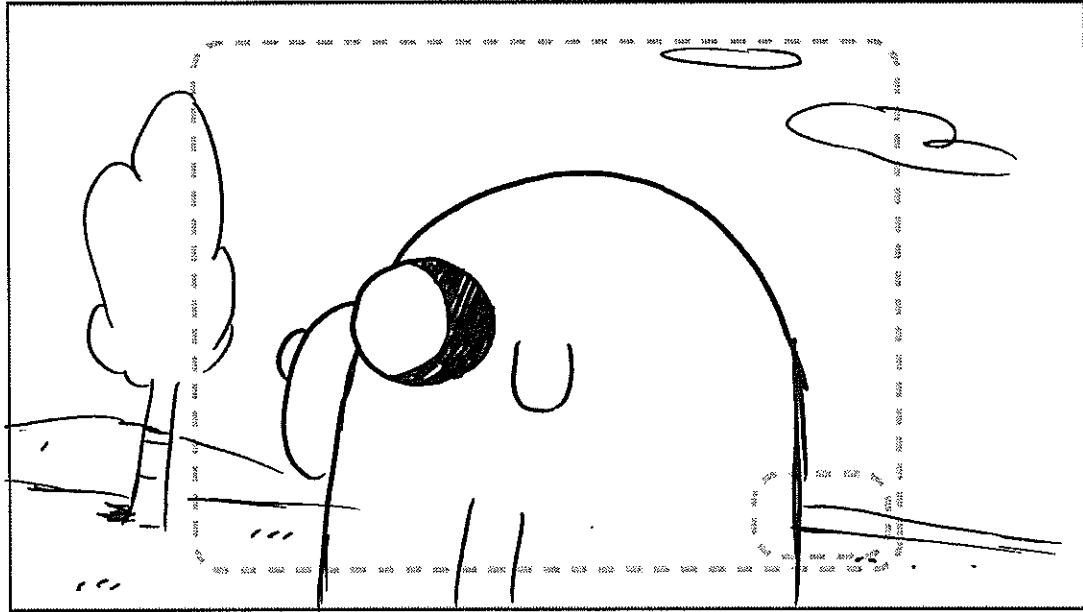
Sc.

125

Pnl. A

Bg.

day night



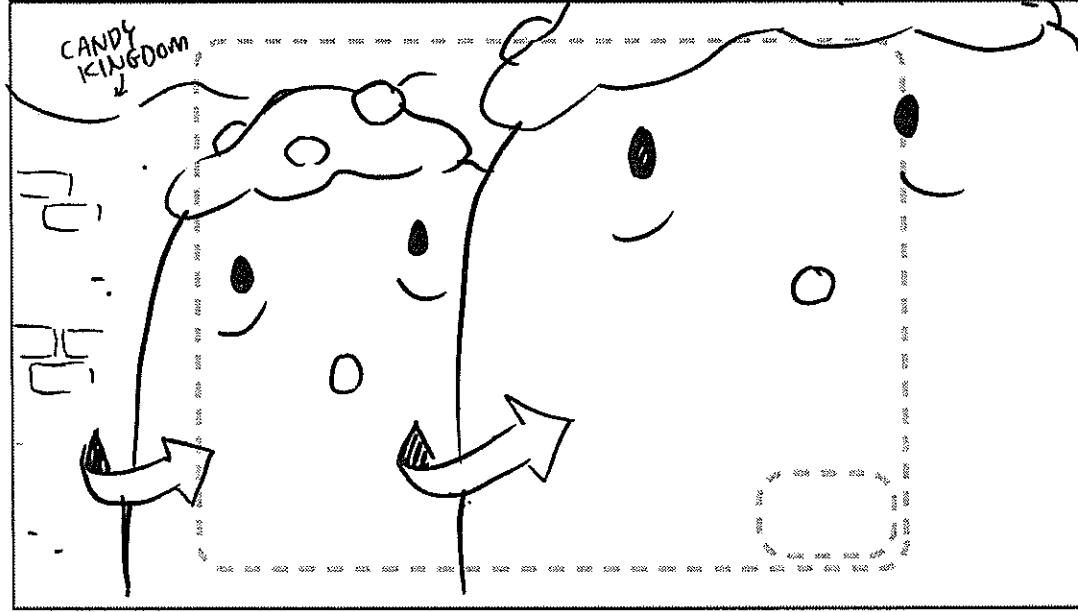
Sc.

126

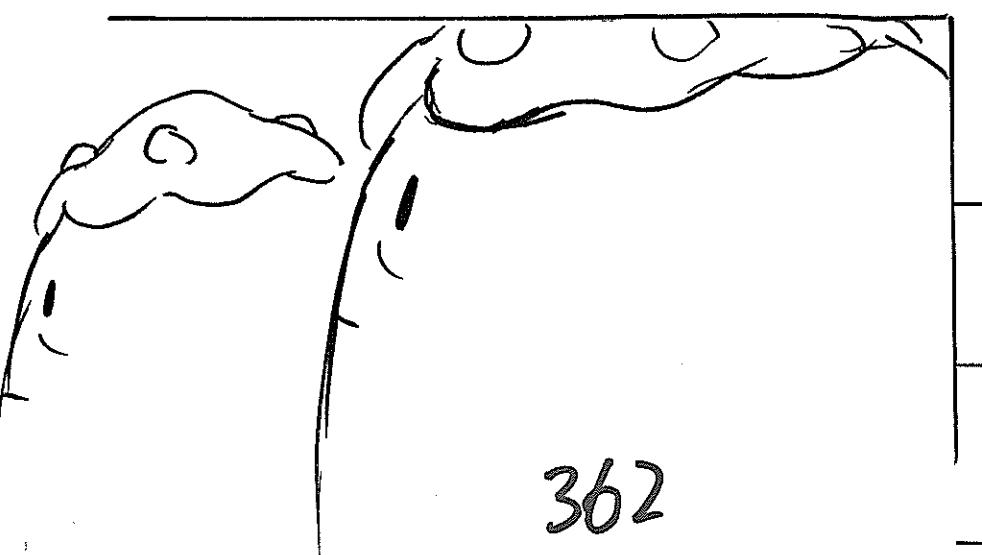
Pnl. A

Bg.

day night



Dialog:



Action:

- JAKE DOESN'T TURN,

- B. GUARDS
TURN,

Timing:

361

362

Production :

EPISODE # 1034-219

ADVENTURE TIME



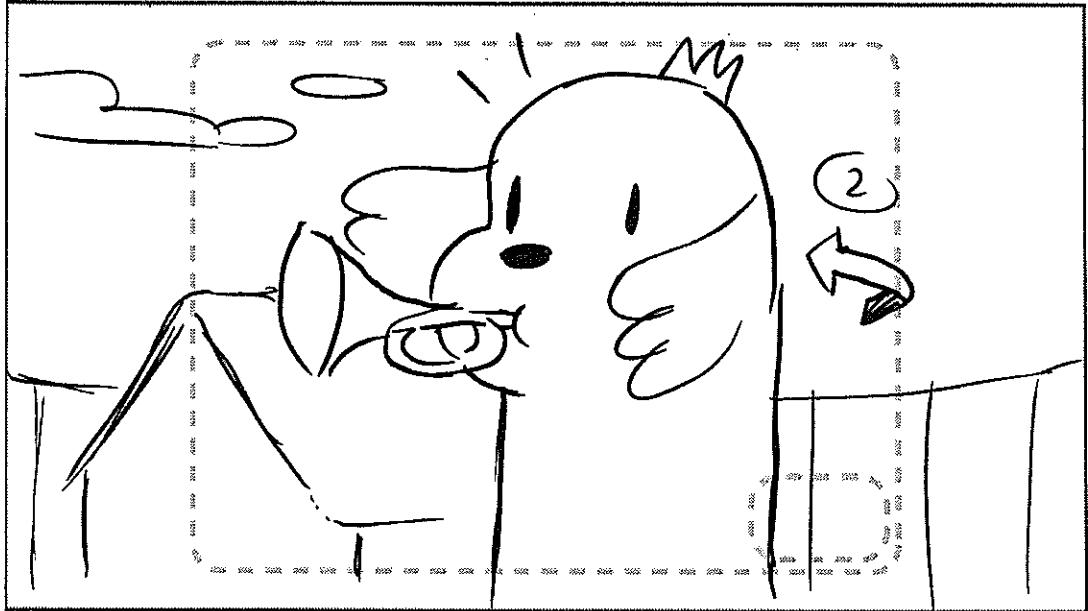
Page 182

Sc. 127

Pnl. A

Bg.

day night

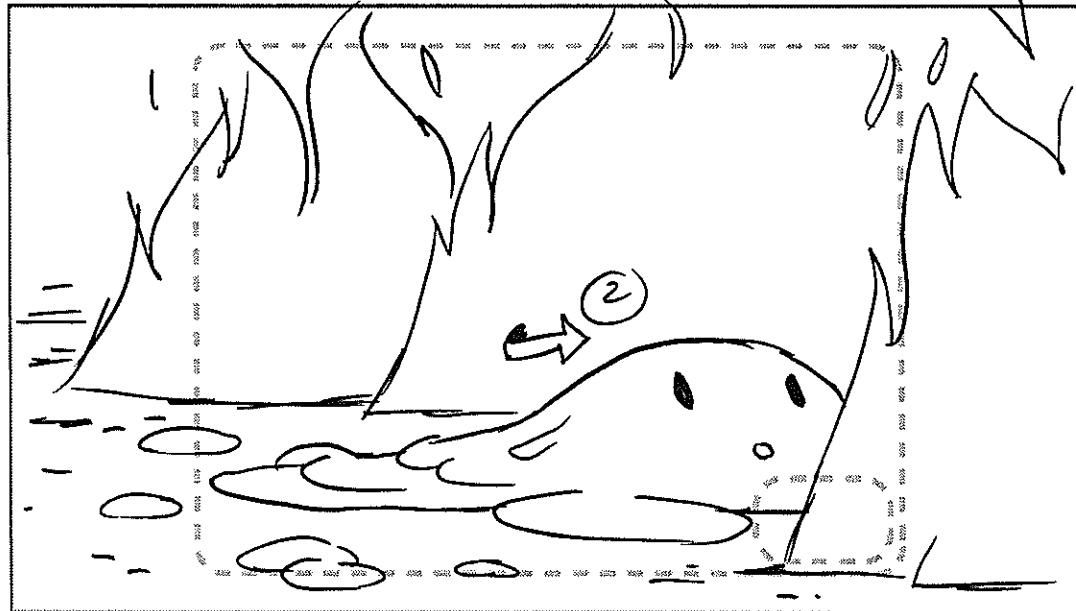


Sc. 128

Pnl. A

Bg.

day night



Dialog:

SFX: *TOOT*
??

Action:

HDP TURNS.

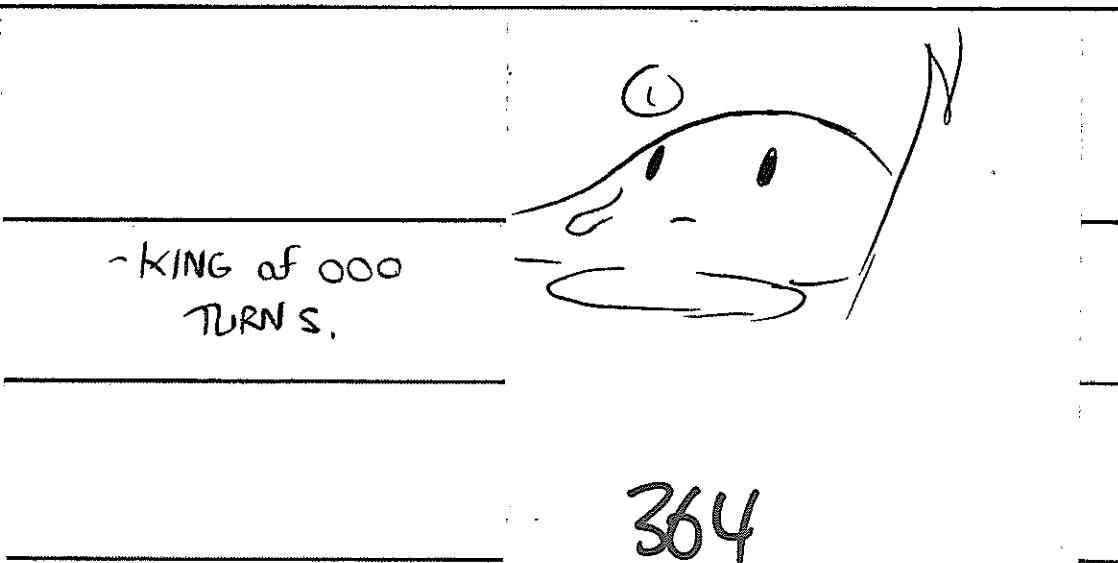
Timing:

363



- KING of 000
TURNS.

364



Production :

EPISODE # 1034-219

Page 182

ADVENTURE TIME



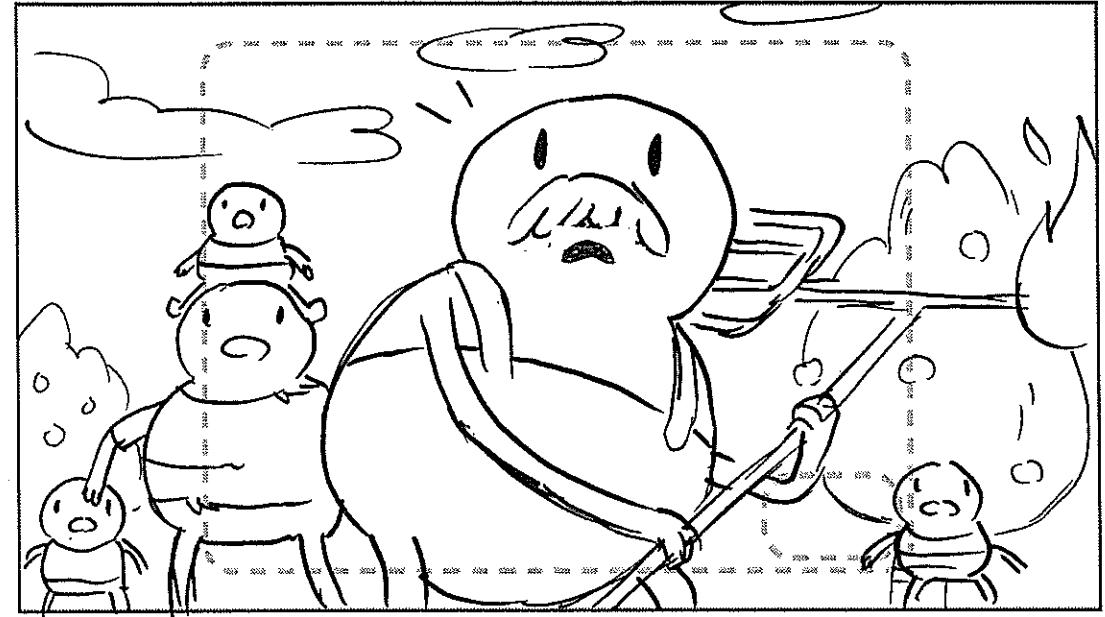
Page 183

Sc. 129

Pnl. A

Bg.

day night:

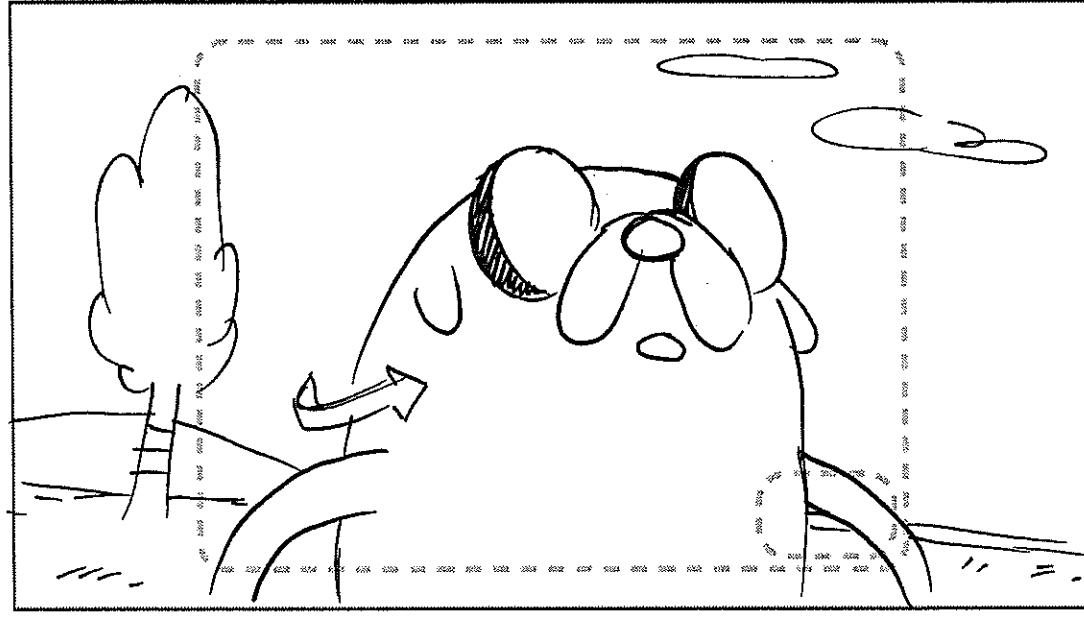


Sc. 130

Pnl. A

Bg.

day night:



Dialog:



Action:

- CLOUD DANCE
TURNS.

Timing:

365

- NOW JAKE TURNS.



366

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 184

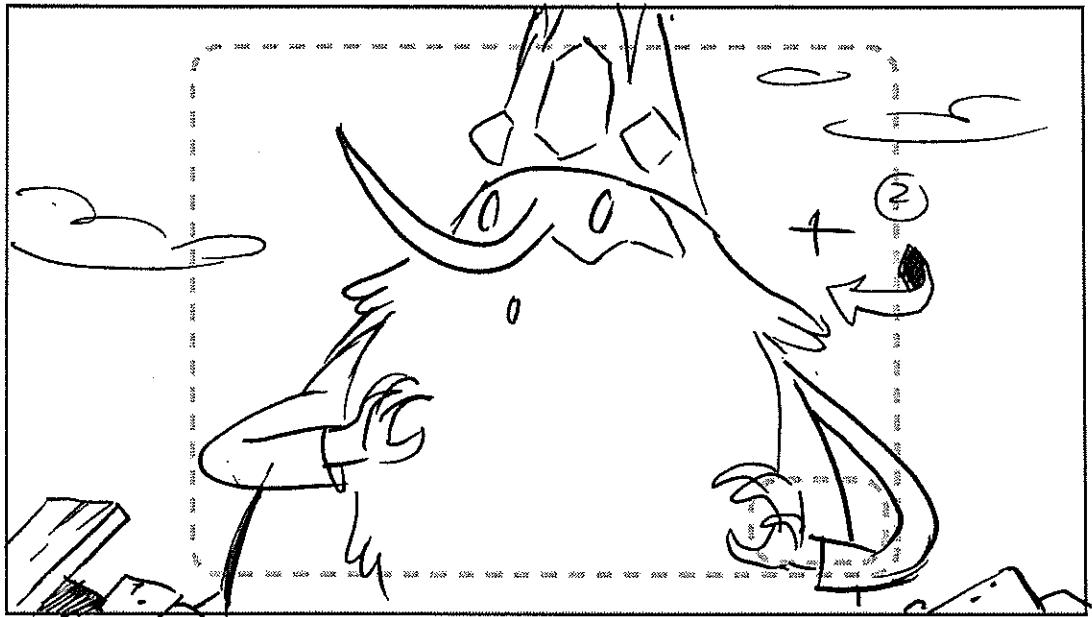
Sc. 131

Pnl.

A

Bg.

day night



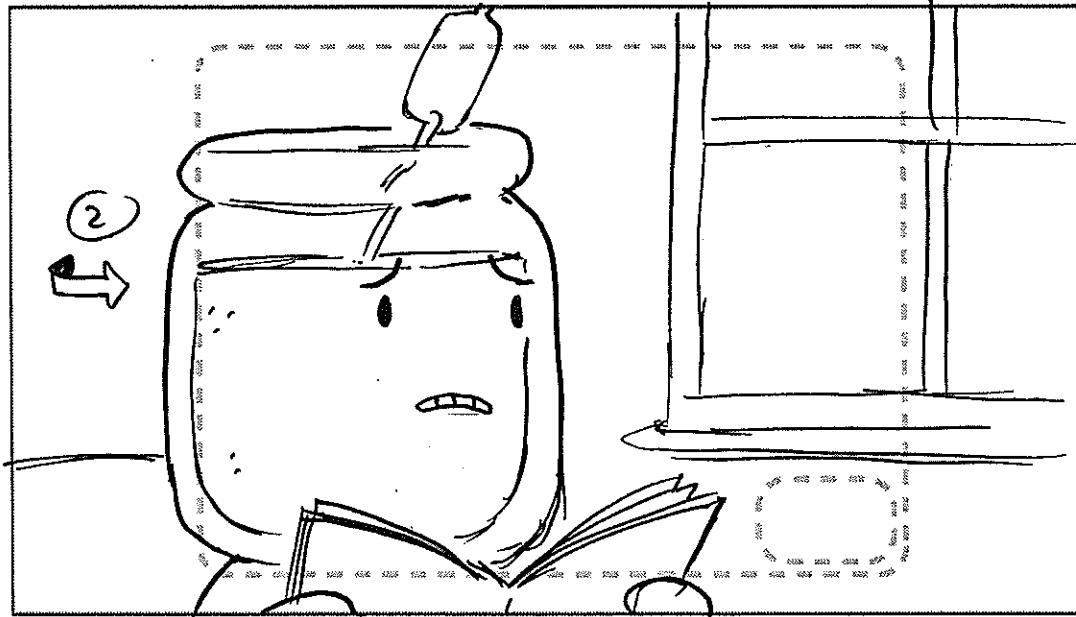
Sc. 132

Pnl.

A

Bg.

day night

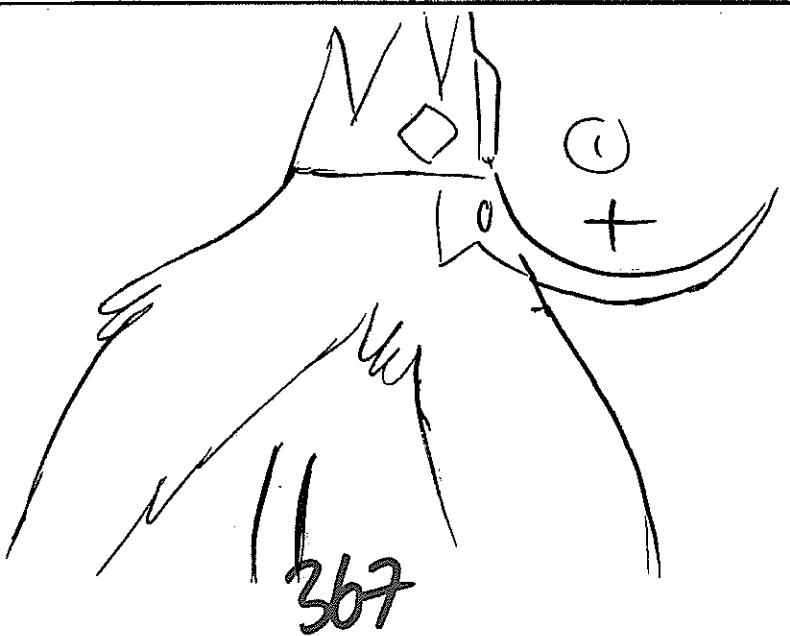


Dialog:

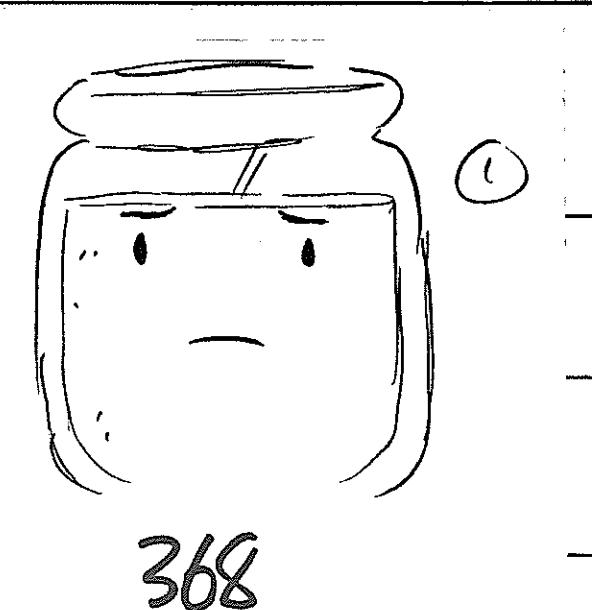
Action:

-IK TURNS

Timing:



-DBG TURNS.



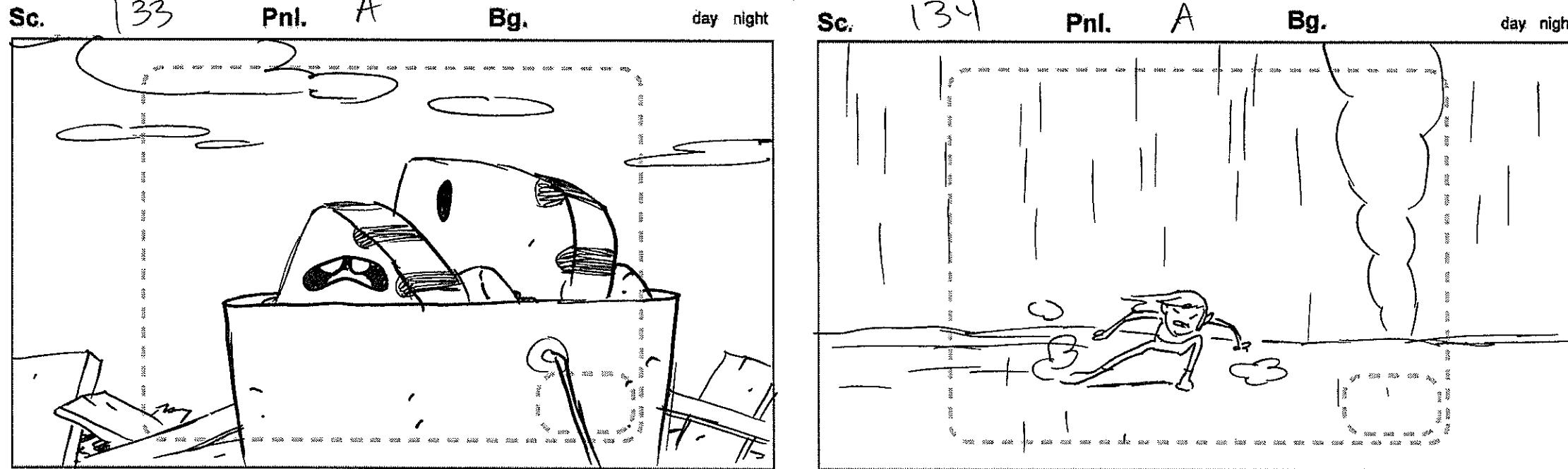
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 185



Dialog:
P.BUR (WHEWUTT!?)
(really stretch it)

Action:

Timing:

369

-DUST STARTS SETTLING.

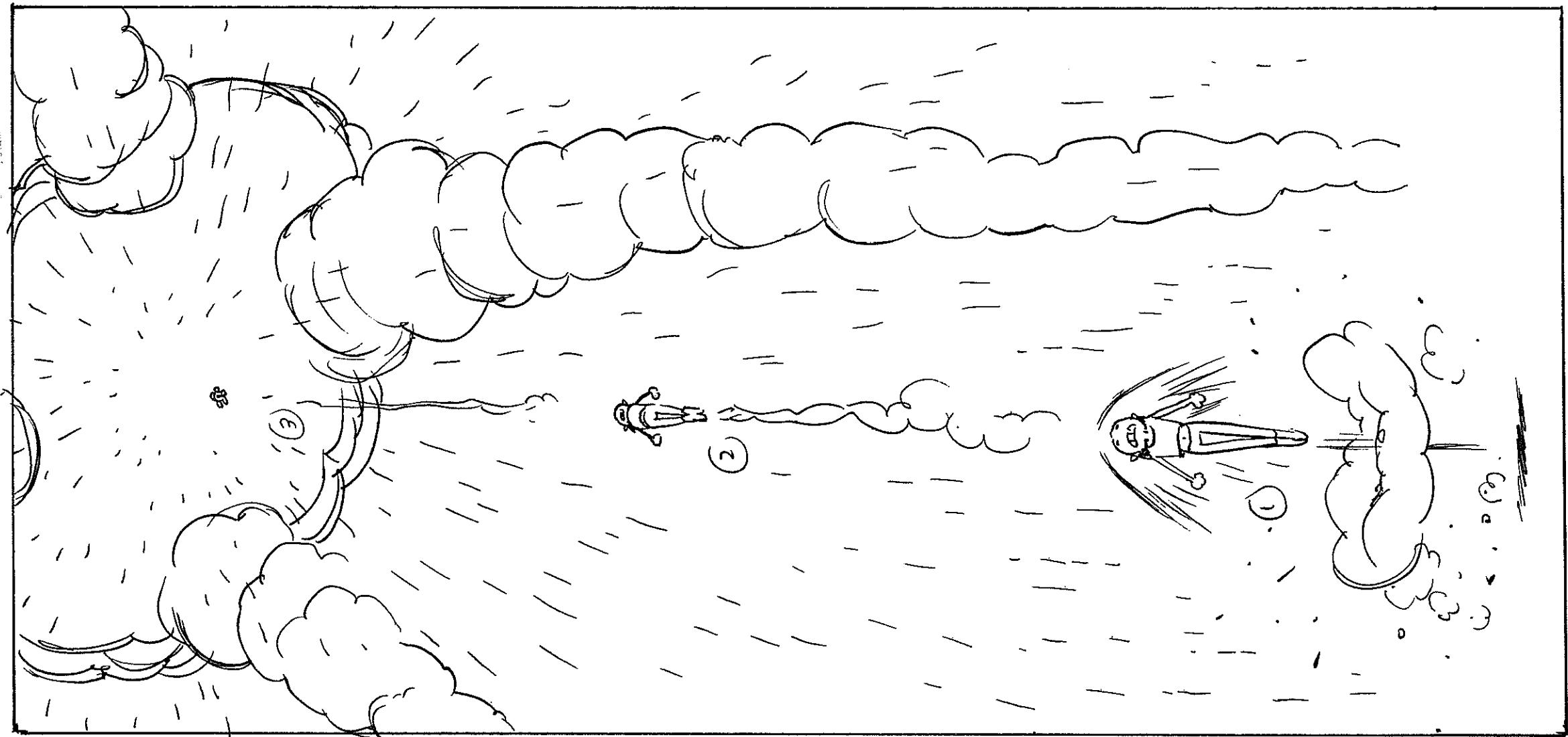
370

EPISODE # 1034-219

Production :

Sc. 134 Pnl. B

Pg. 186



371

372

SFX: SONIC BOOM!

- Marceline shoots up toward the Essence's belly

1034-219

ADVENTURE TIME



Page 187

Sc.

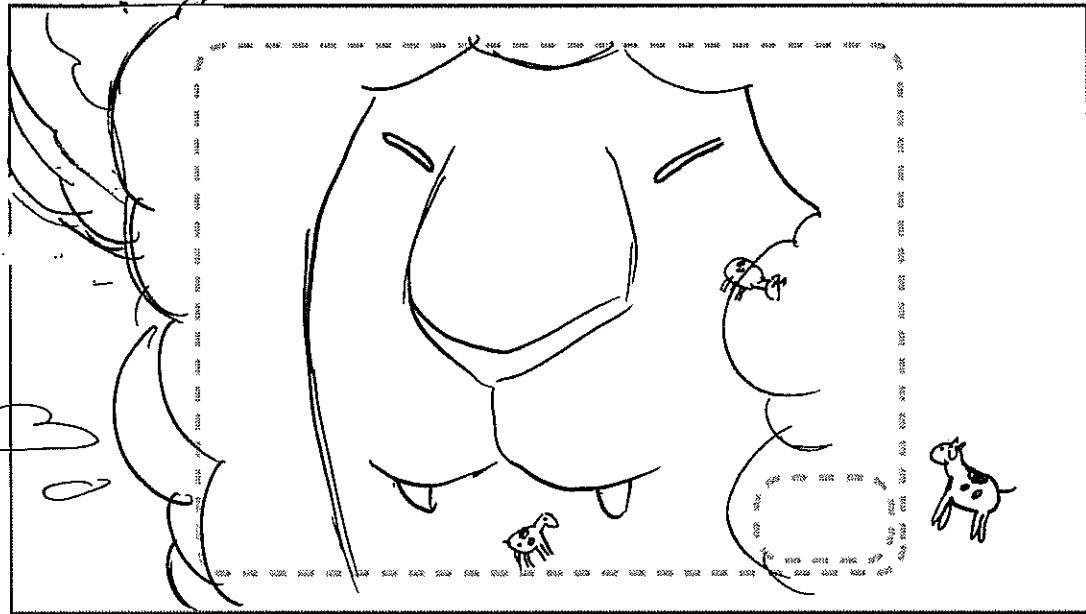
135

Pnl.

A

Bg.

day night



Sc.

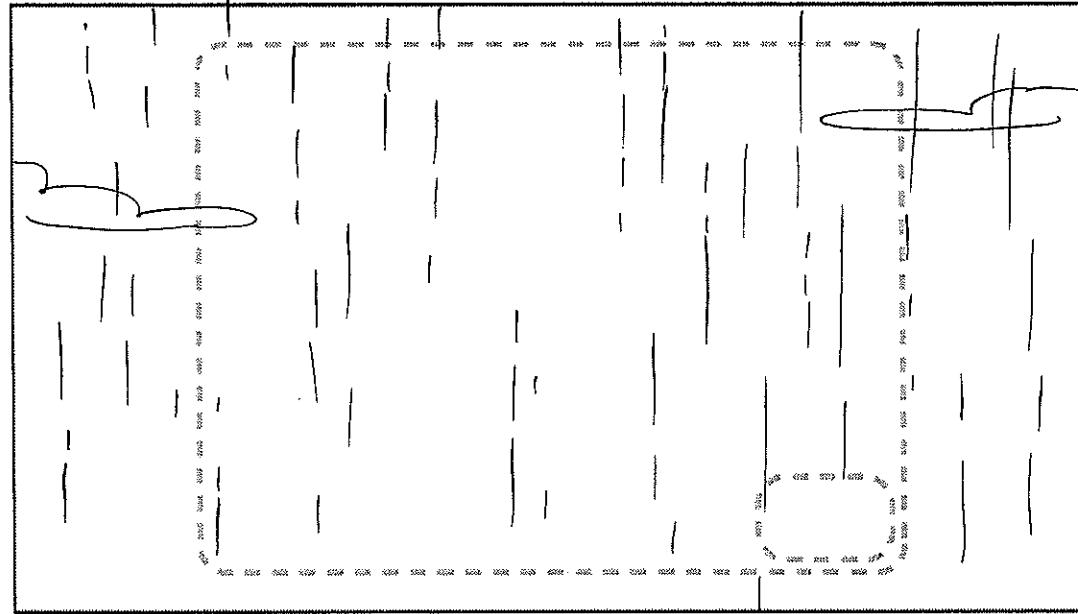
136

Pnl.

A

Bg.

day night



Dialog:

(SFX: POP!)

Action: - Essence is shocked to have belly pierced

Timing:



373

374

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 188

Sc.

136

Pnl.

B

Bg.

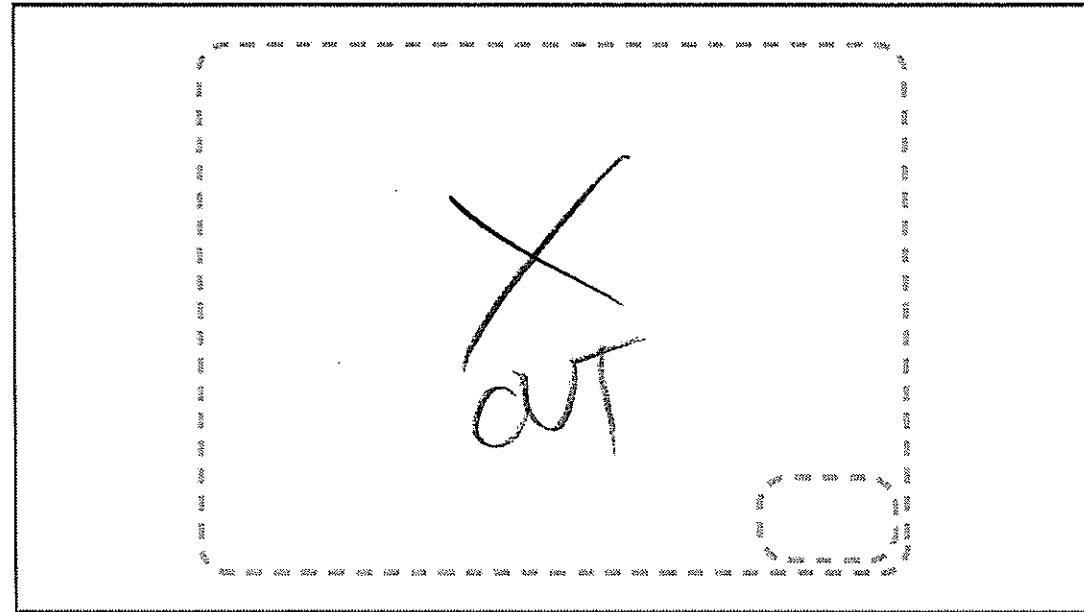
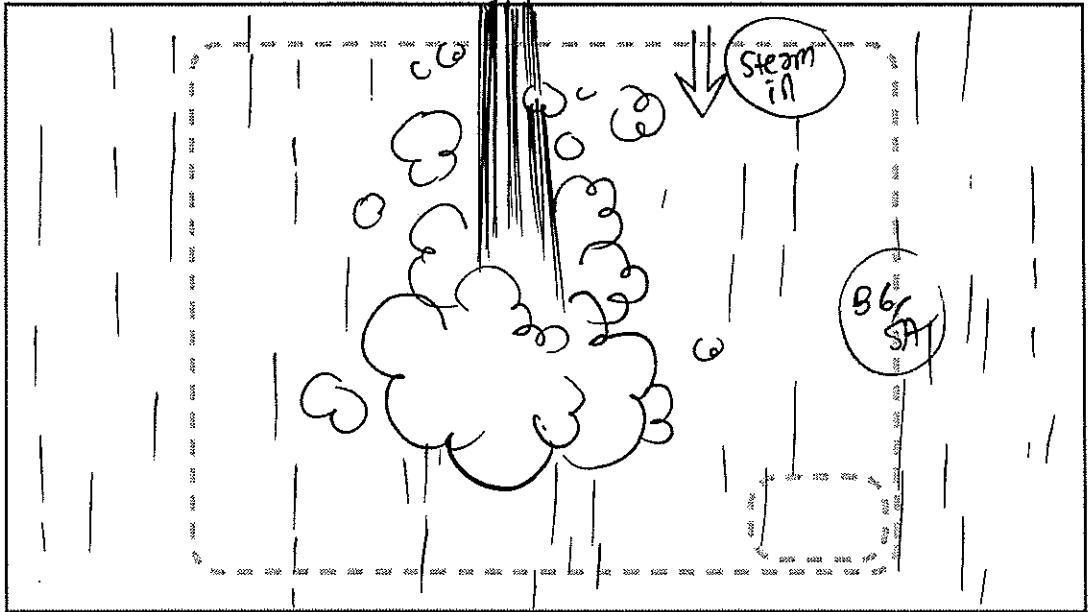
day night

Sc.

Pnl.

Bg.

day night



Dialog:

SFX: TSSS!

Action:

- Steam sprays from belly wound.

Timing:

375

376

EPISODE # 1034-219

Production :

ADVENTURE TIME



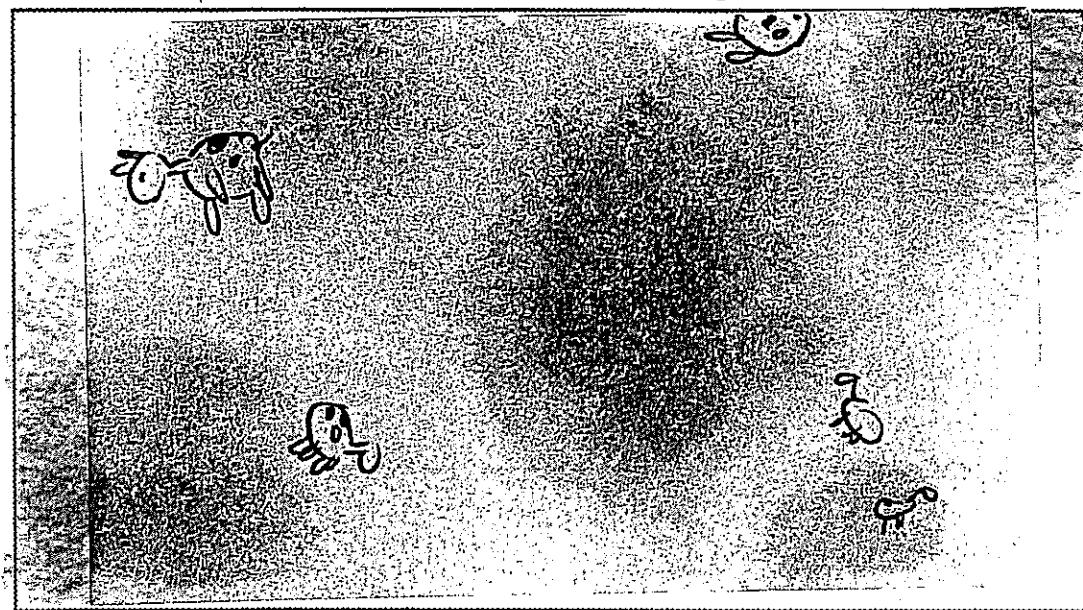
Page 189

Sc. 137

Pnl. A

Bg.

day night

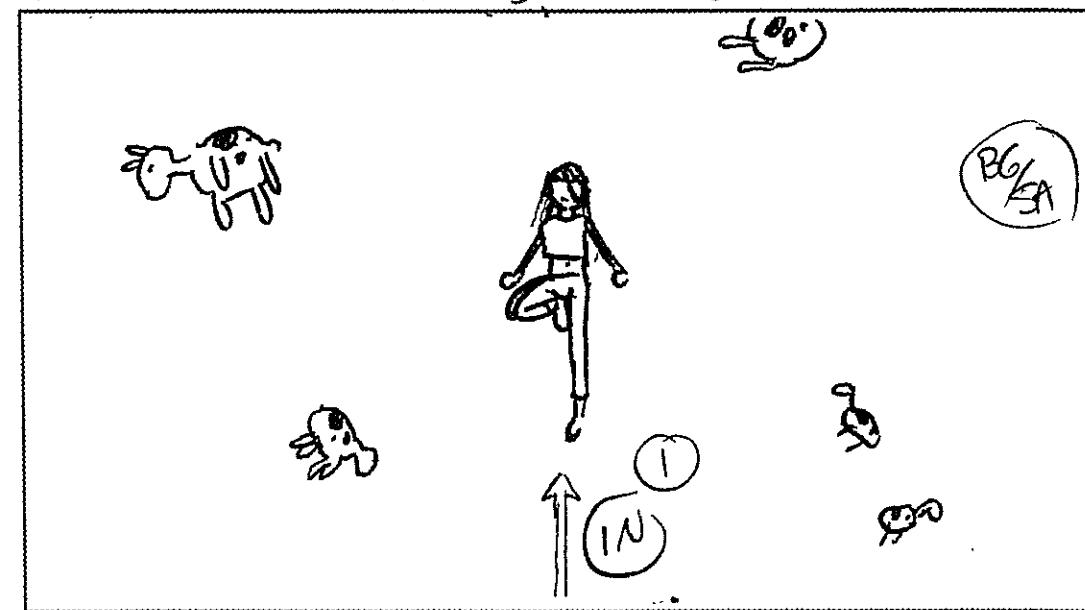


Sc. 137

Pnl. B

Bg.

day night



Dialog:

Action:

- M. SHOOTS UP INTO INTERIOR.

Timing:

377



(2)

B E A T (slow hair)
unfur

378

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 190

Sc. (38)

Pnl. A

Bg.

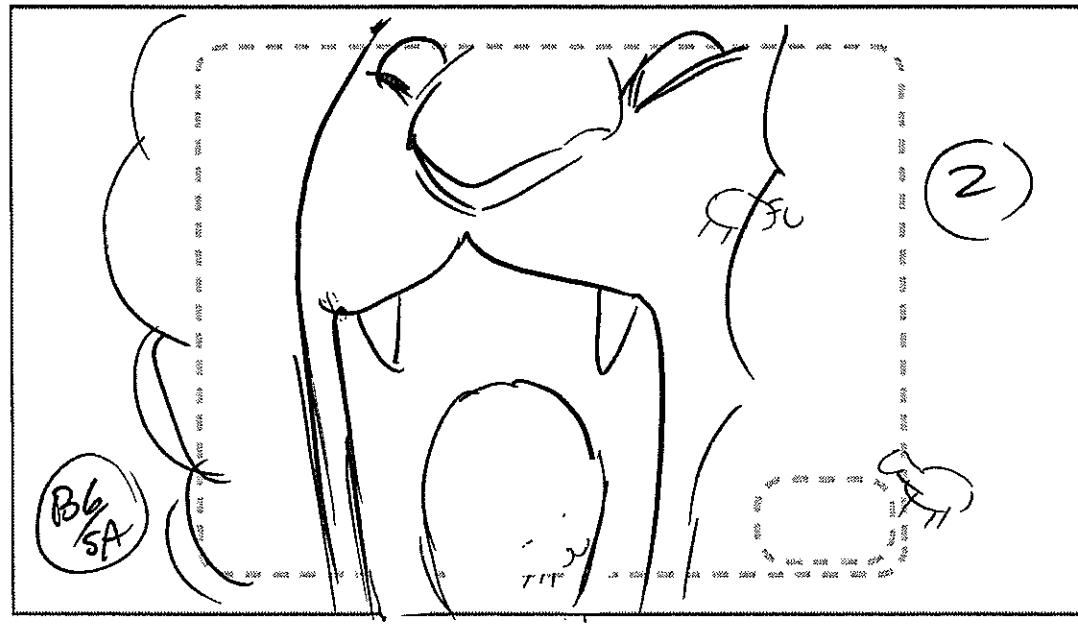
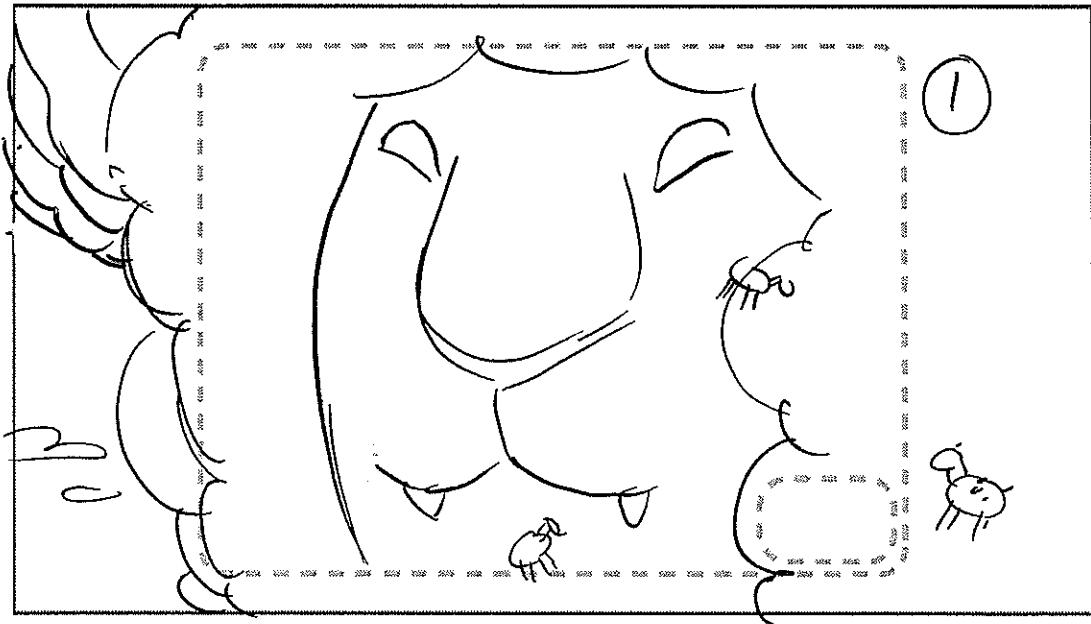
day night

Sc. 138

Pnl. B

Bg.

day night



Dialog:

ESSENCE:

ROARR!!

Action:

Timing:

379

380

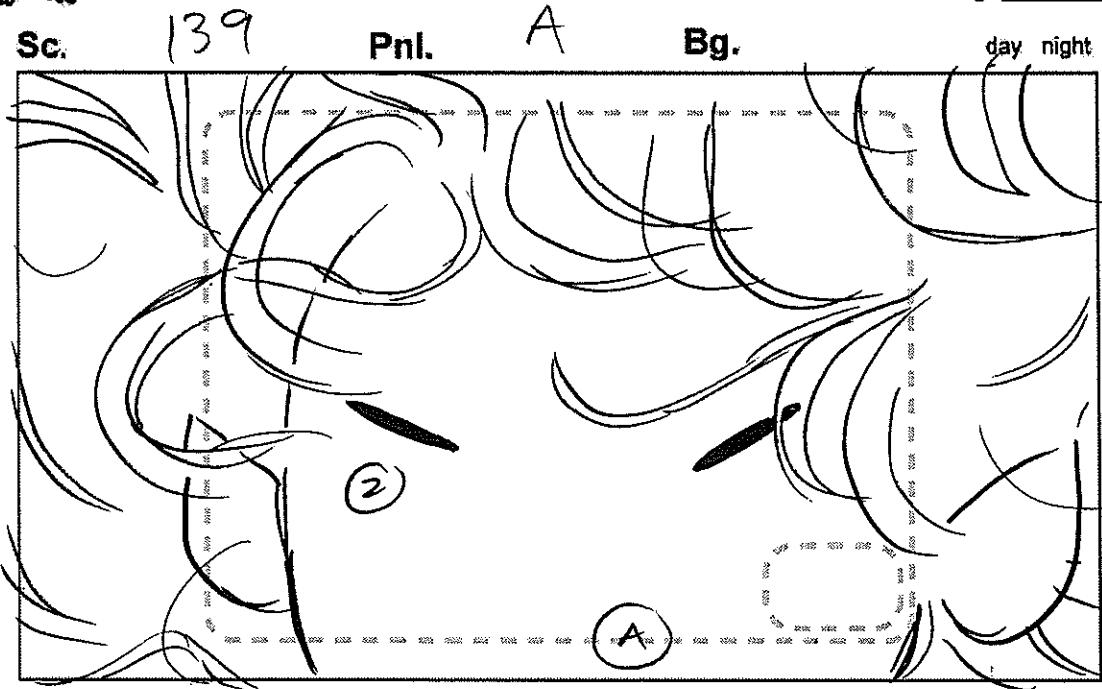
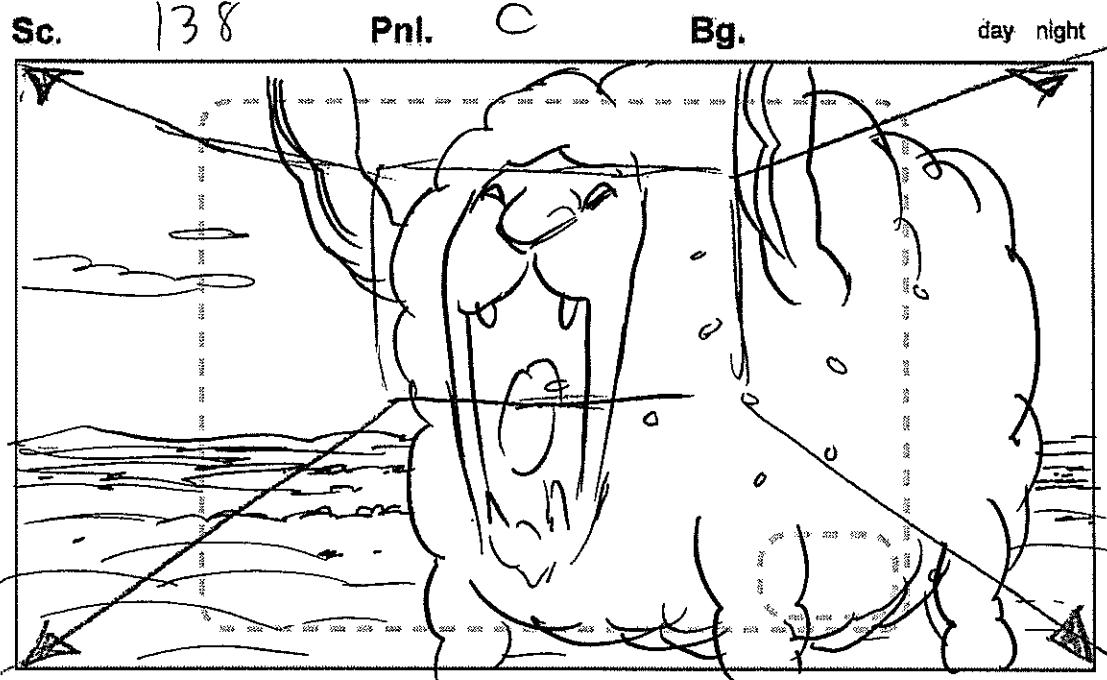
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 191



Dialog:

ESSENCE: (roar continues →)

ESSENCE OS [MUFFLED] continued roaring

Action:

(A/B) Marceline's hair sways
as though underwater.

Timing:

381

382

EPISODE # 1034-219

ADVENTURE TIME



Page

192

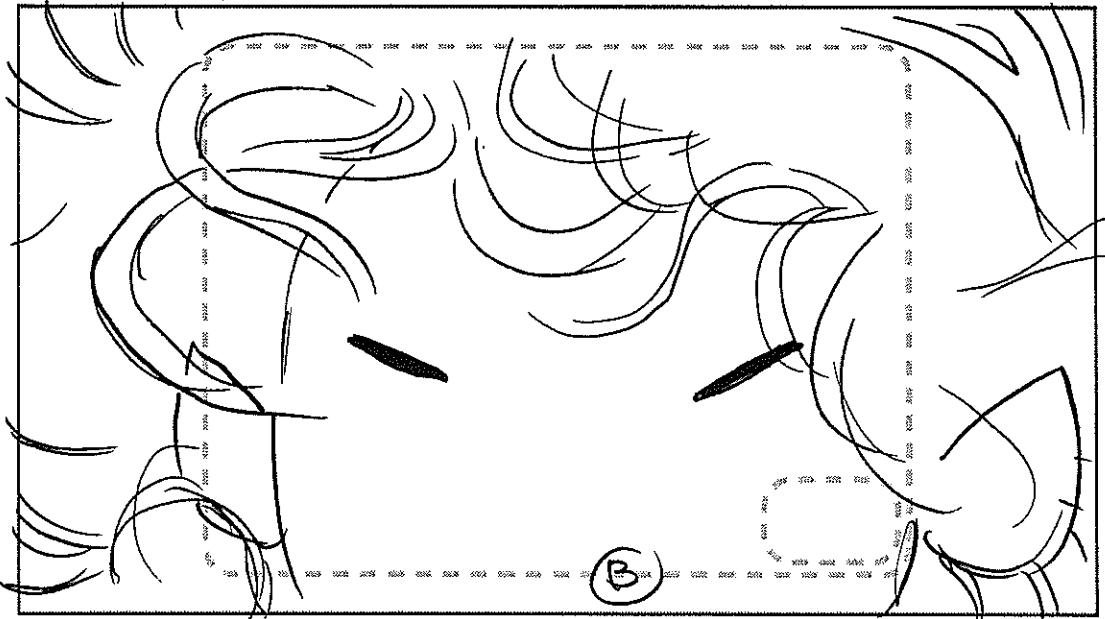
Sc. 139

Pnl.

B

Bg.

day night



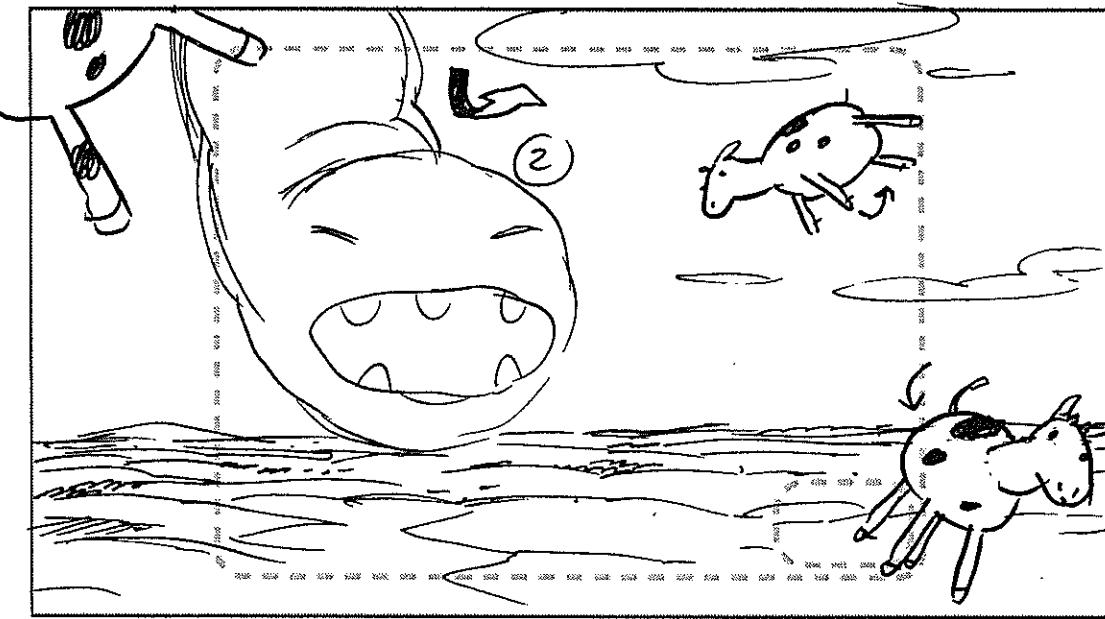
Sc. 140

Pnl.

A

Bg.

day night



Dialog:

ESSENCE: → (cont.)

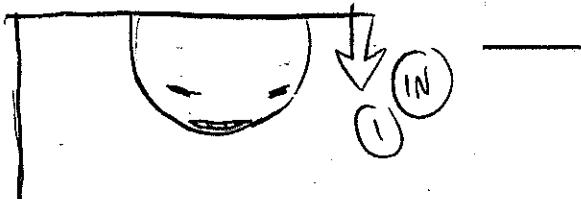
(LONG BEAT)

EEL: * HISS! SPUTTER! ROAR! *

[muffled]

Action:

- EEL dips into shot
- cows slowly float about
(MARCELINE Pov.)



Timing:

383

384

EPISODE # 1034-219

Production :

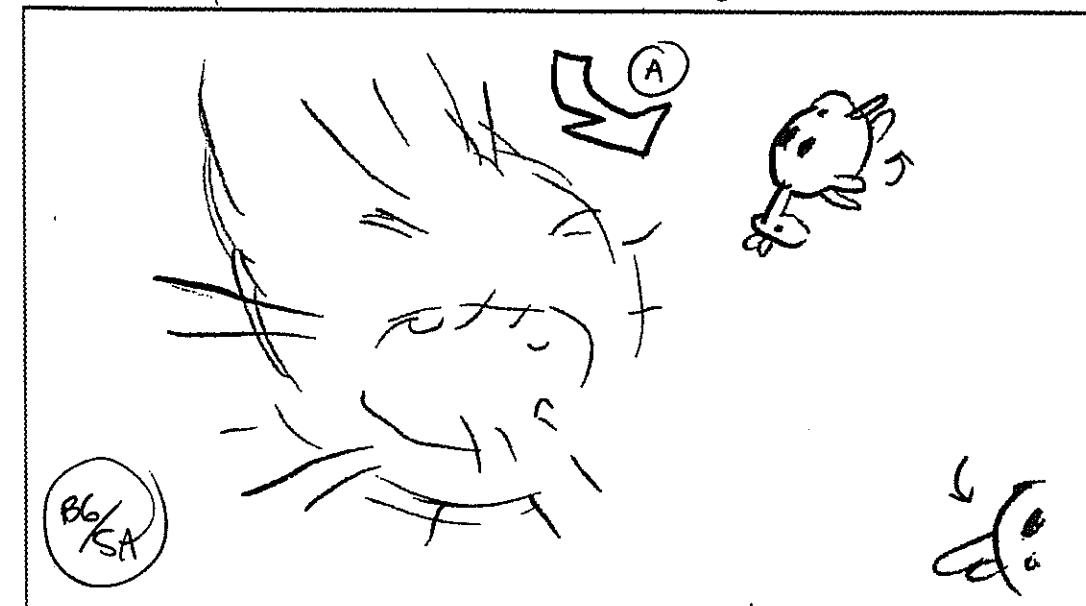
ADVENTURE TIME



Sc. 140 Pnl. B Bg. day night



Sc. 140 Pnl. C Bg. day night



Dialog:

EEL: * muffled
roaring *

Action: - EEL shakes head in RAGE/FRUSTRATION

A B A

Timing:

385

- EEL presses face into
Essence's skin



386

193

Page

1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 194

Sc.

141

Pnl.

A

Bg.

day night

Sc.

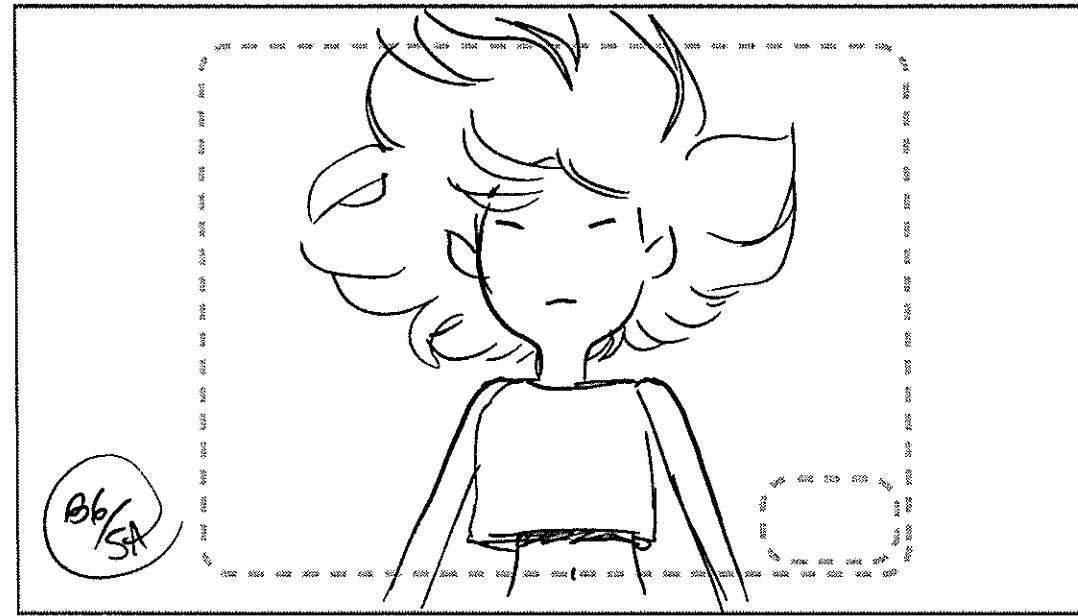
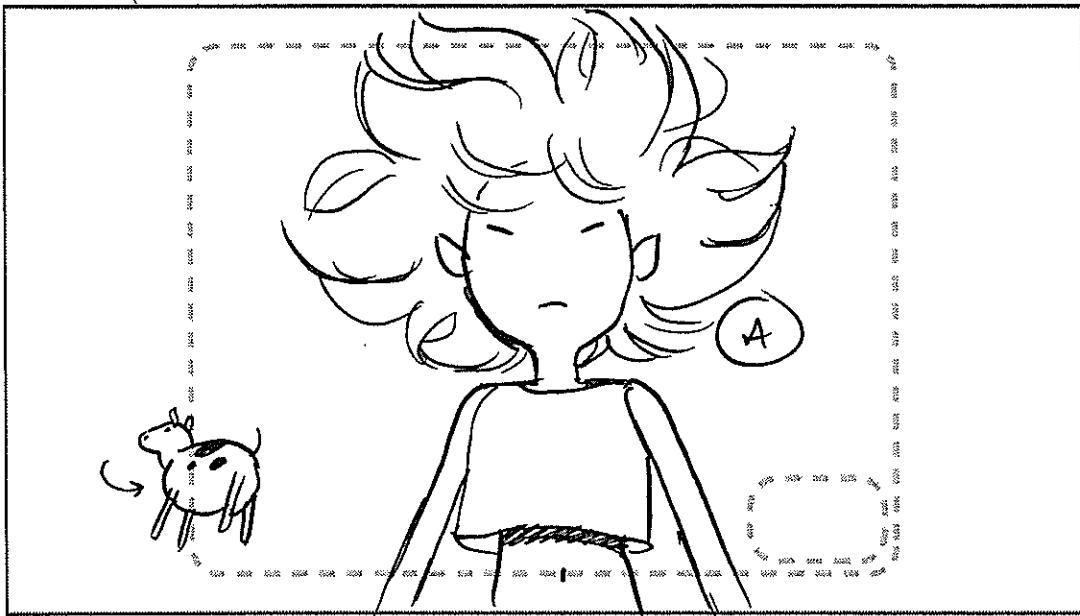
141

Pnl.

B

Bg.

day night



Dialog:

(EEL) S [muffled] cont. roaring

MARCELINE: [telepathically(?)]
King?

Action:



Timing:

387

388

EPISODE # 1034-219

Production :

ADVENTURE TIME



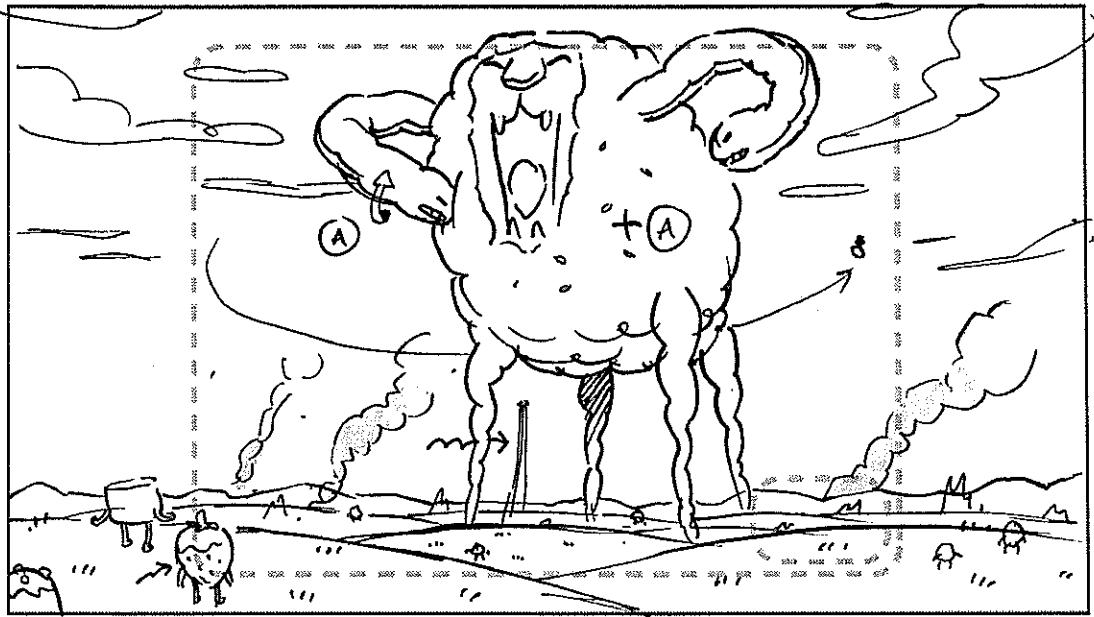
Page 195

Sc. 142

Pnl. A

Bg.

day night

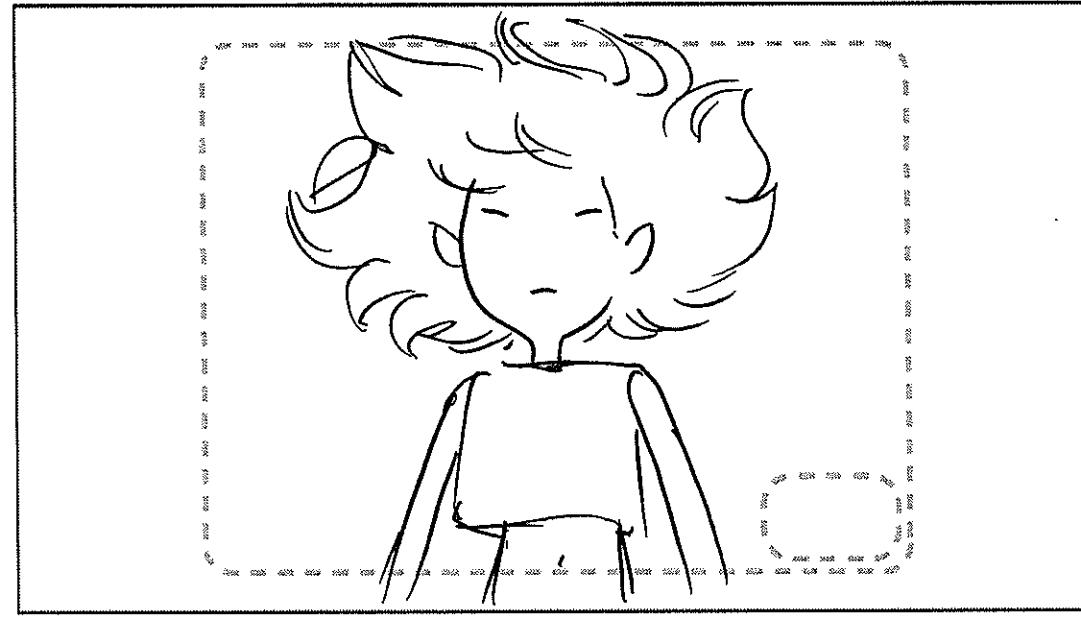


Sc. 143

Pnl. A

Bg.

day night

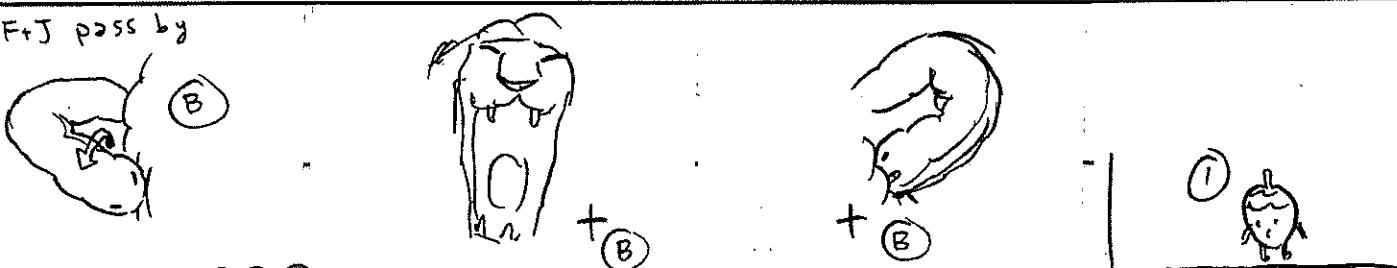


Dialog: A. ESSENCE: ROARING (muffled? Still in telepathy zone?)

(M:) (telepathic) hello?

B. MARCELINE (telepathic): You still in here?

Action: -PB + F+J pass by



Timing:

389

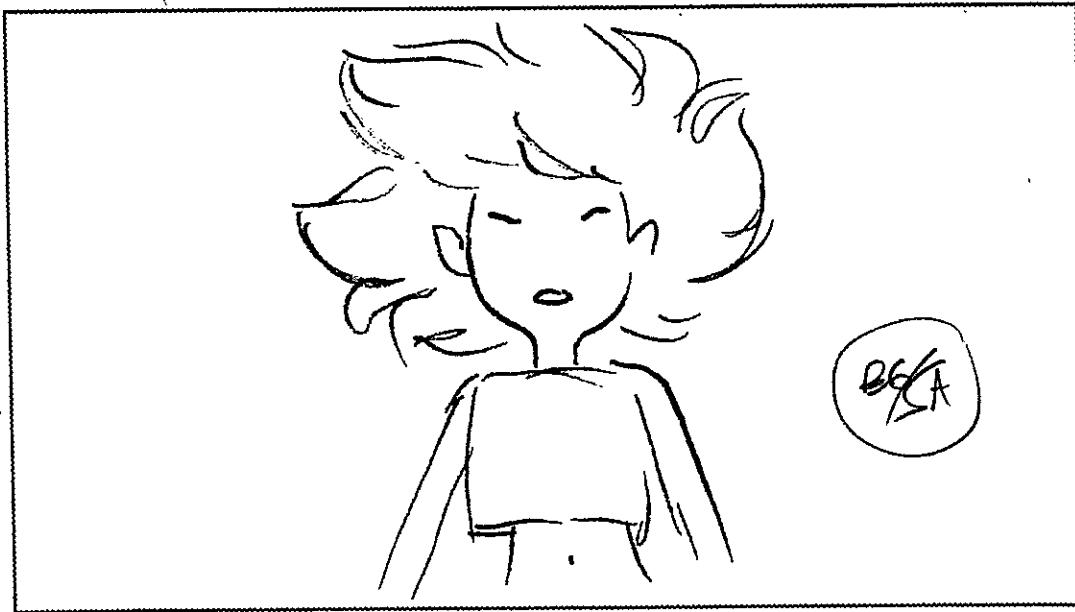
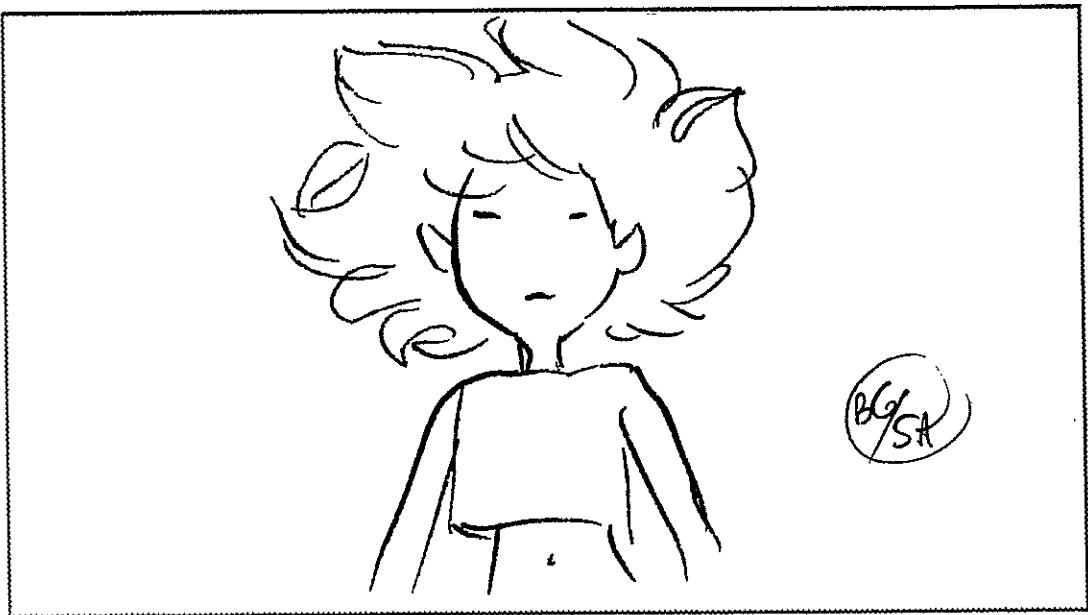


ADVENTURE TIME



Page 196

Sc. 143 Pnl. B Bg. day night Sc. 143 Pnl. C Bg. day night



Dialog:

- BEAT -

(M) Too bad.
(regular voice)

Action:

Timing:

391

392

ADVENTURE TIME



Sc.

144

Pnl.

A

Bg.

day night



Sc.

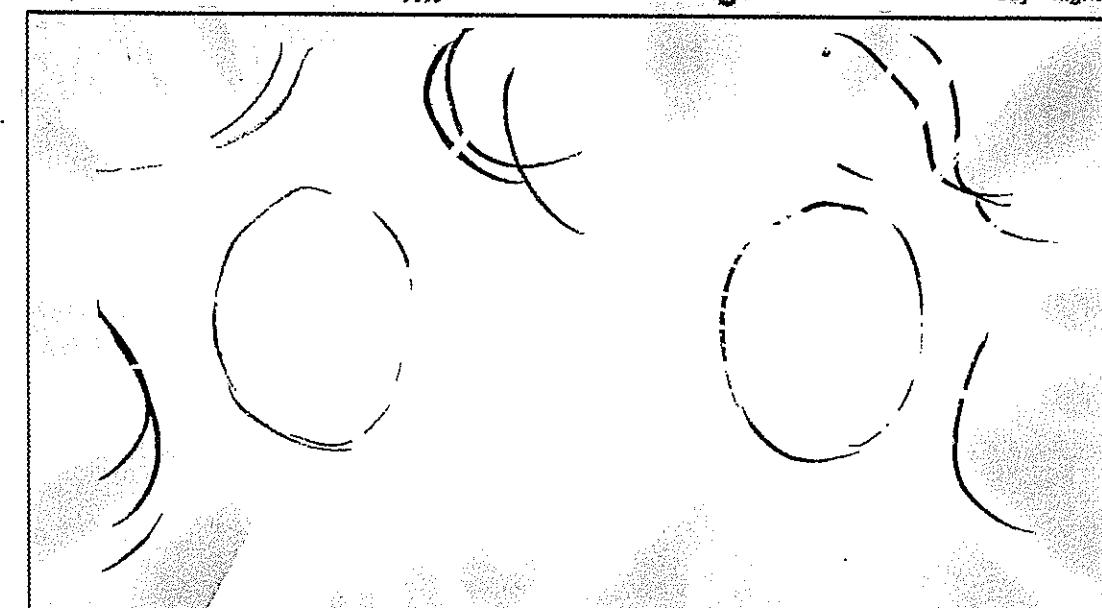
144

Pnl.

D

Bg.

day night



Page _____

187

Dialog:

Action:

• • :o:o -Eyes are normal for a moment
① ② ' ' before filling w/ energy

Timing:

393

394

ADVENTURE TIME



Page 198

Sc.

145

Pnl.

A

Bg.

day night

Sc.

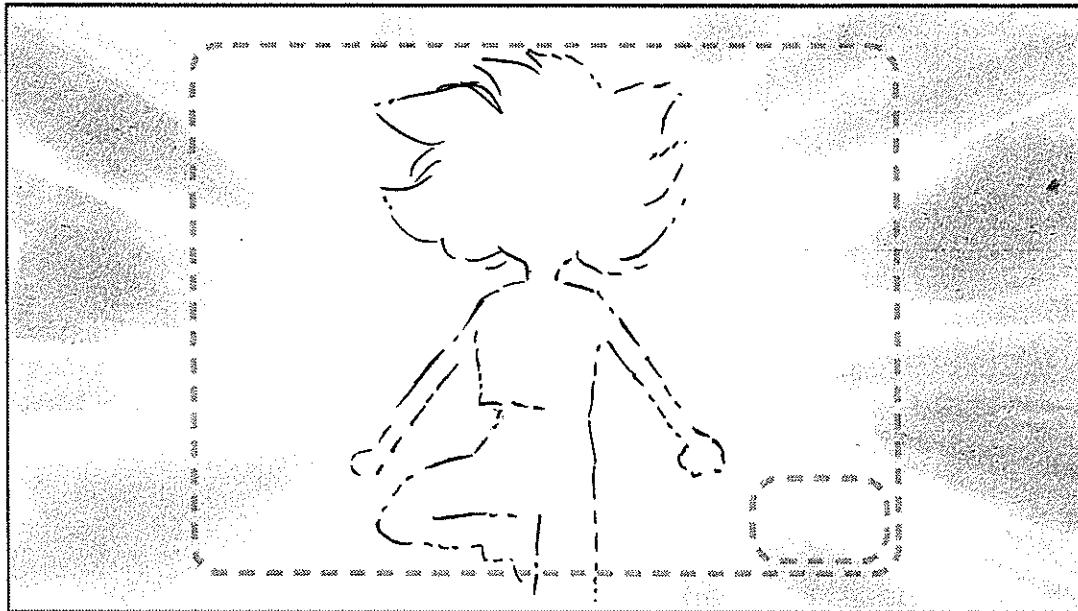
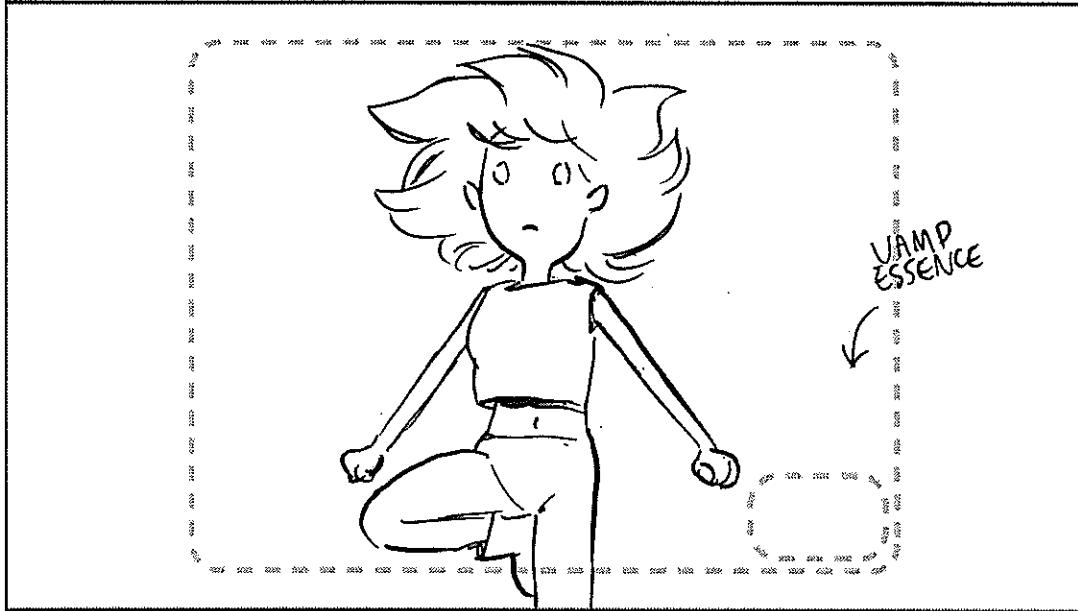
145

Pnl.

B

Bg.

day night



Dialog:

Action:

-Marceline fills w/ energy

Timing:

395

396

EPISODE #

Production :

1034-219

ADVENTURE TIME



Sc. 145

Pnl. C

Bg.

day night

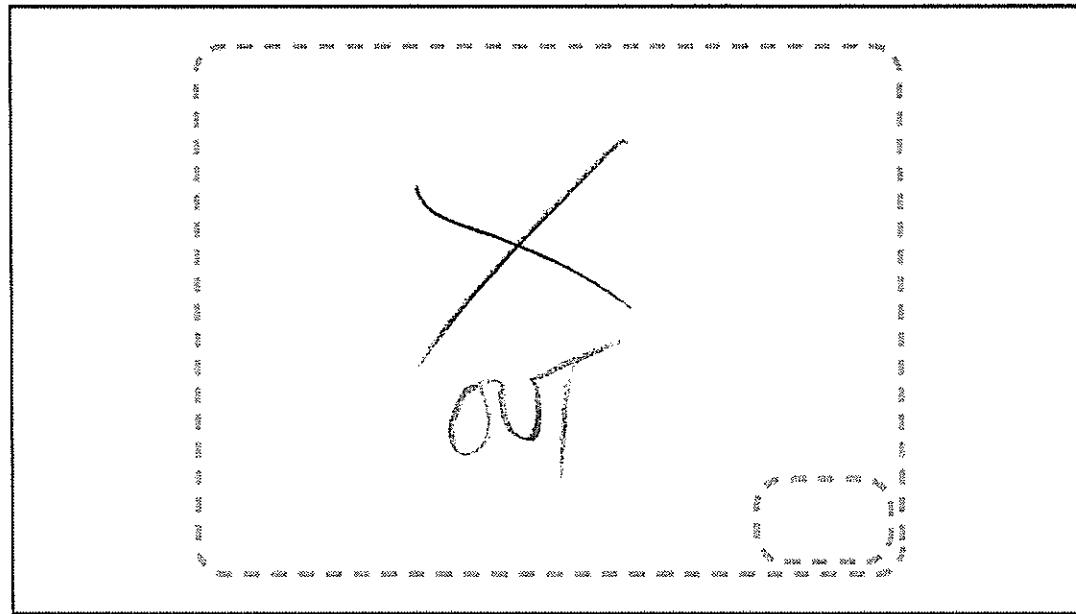
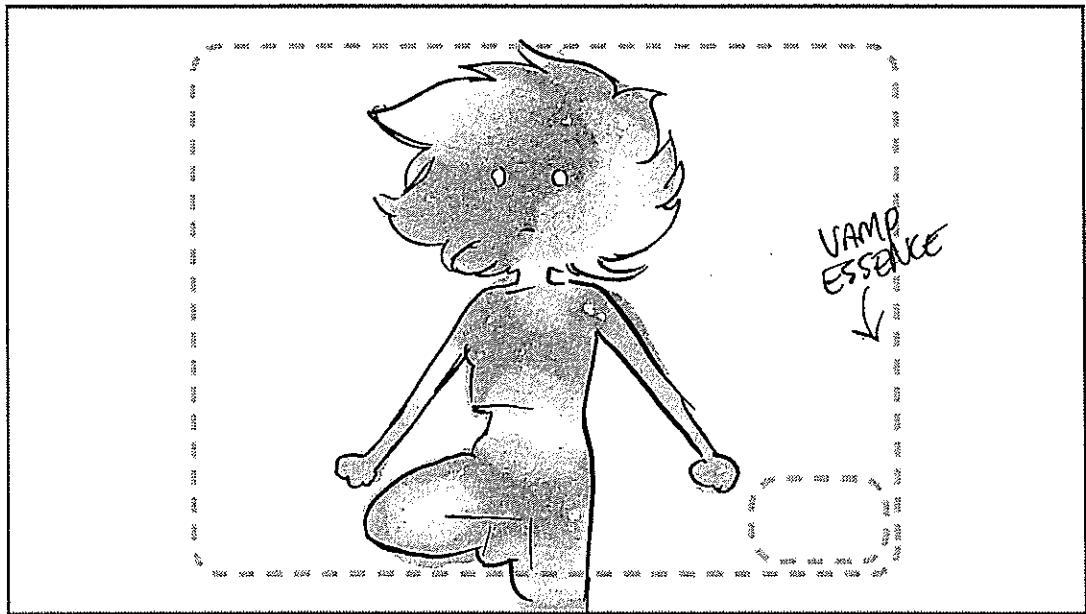
Sc.

Pnl.

Bg.

day night

Page 199



Dialog:

Action:

- Marceline transforms into Energy

Timing:

397

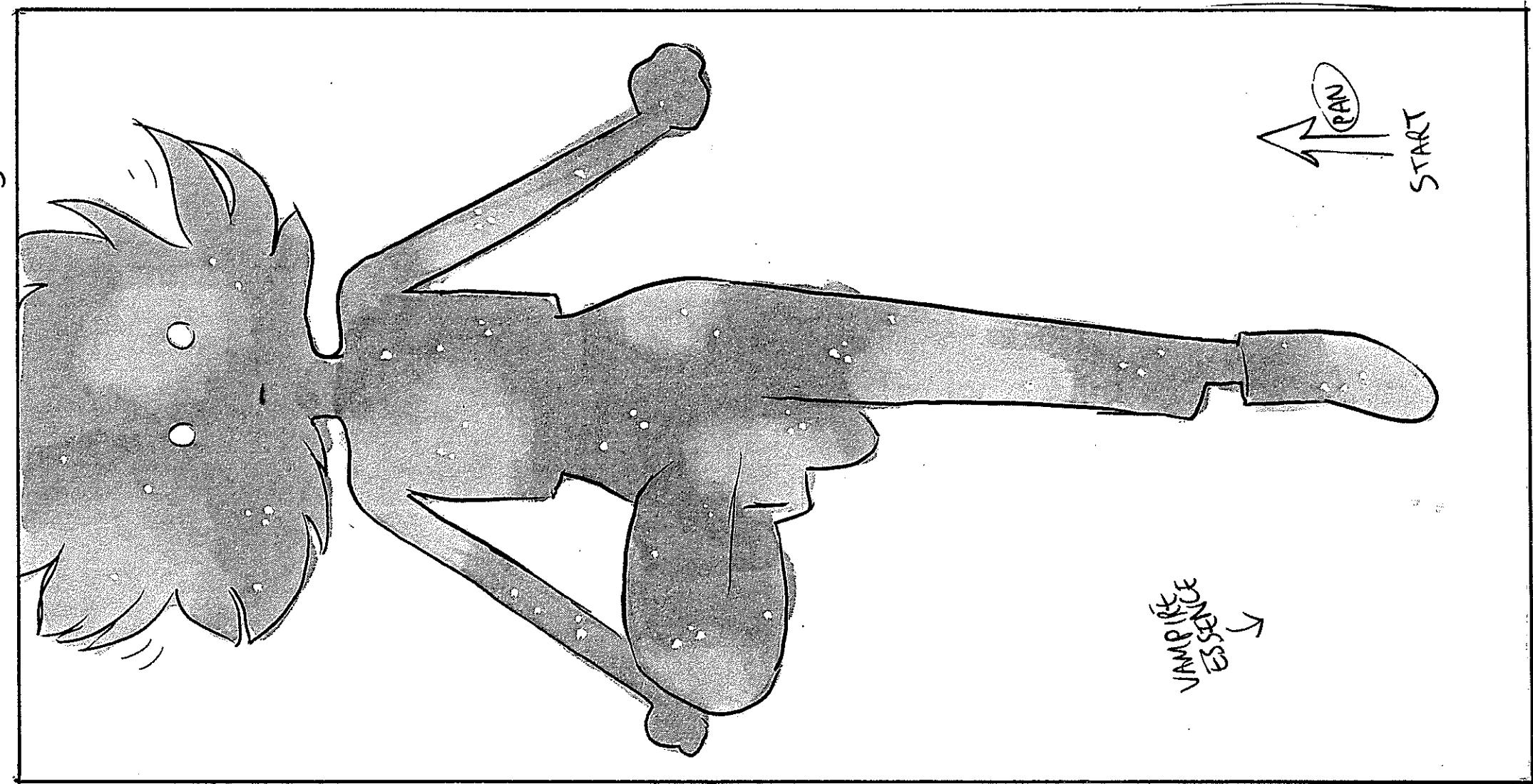
398

EPISODE # 1034-219

Production :

pg. 100

Sc. 146 Pal. A Bg.



399

400

- hair very gently moves

1034-219

Pg. cuv

ADVENTURE TIME



Page 201

Sc. 147

Pnl. A

Bg.

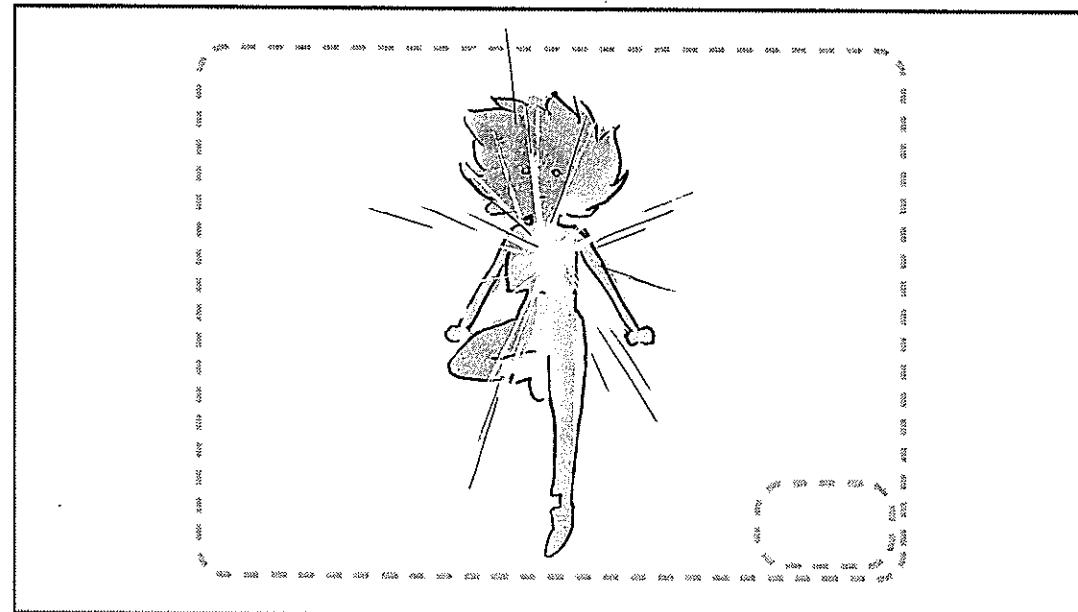
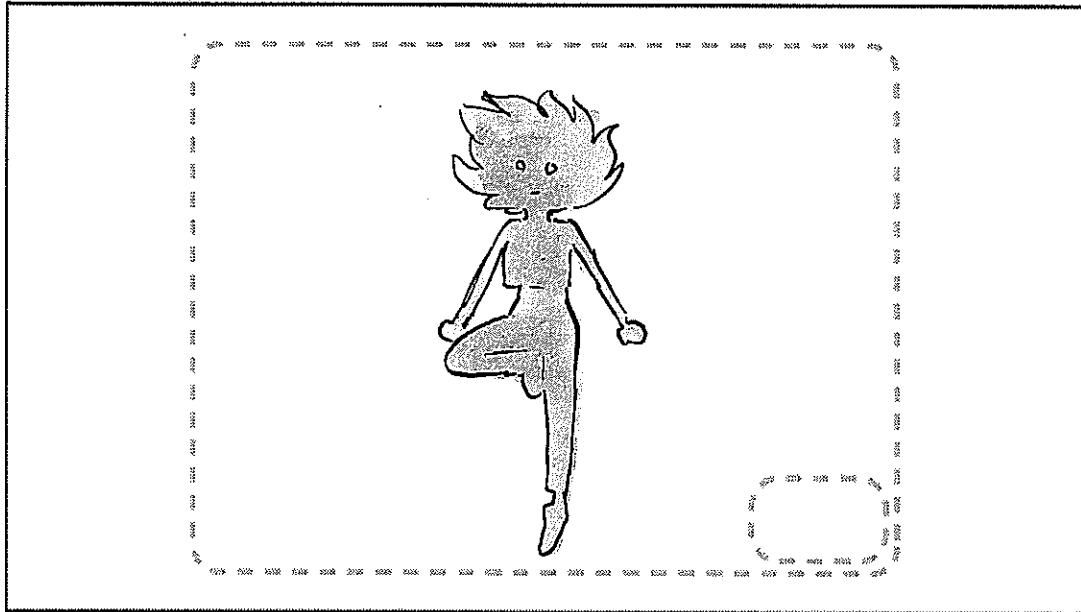
day night

147

Pnl. B

Bg.

day night



Dialog:

Action:

- Marceline's heart radiates light/energy

Timing:

401

402

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 202

Sc. 148

Pnl. A

Bg.

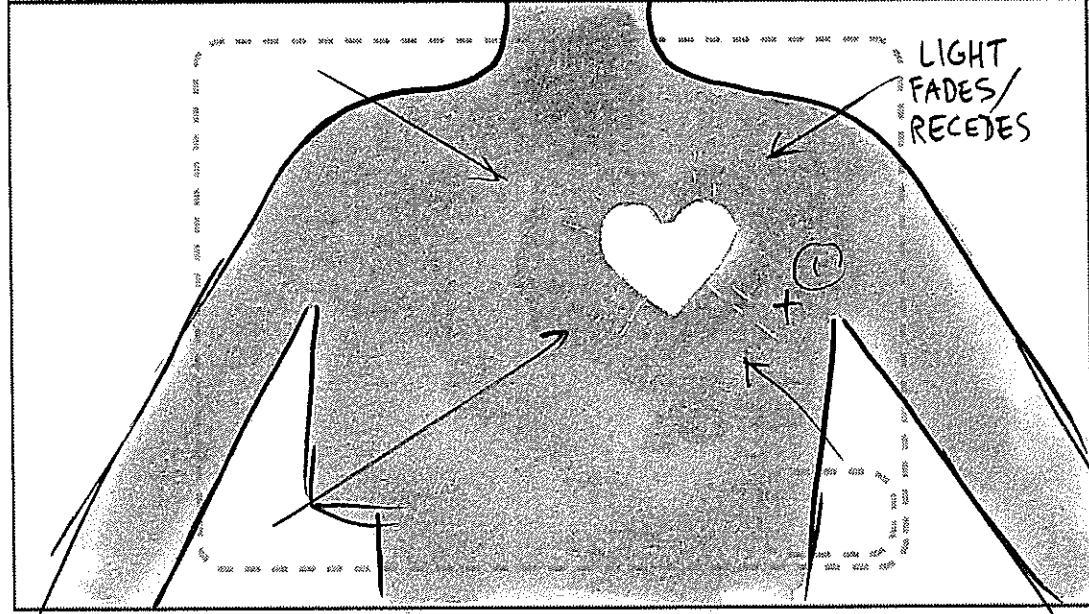
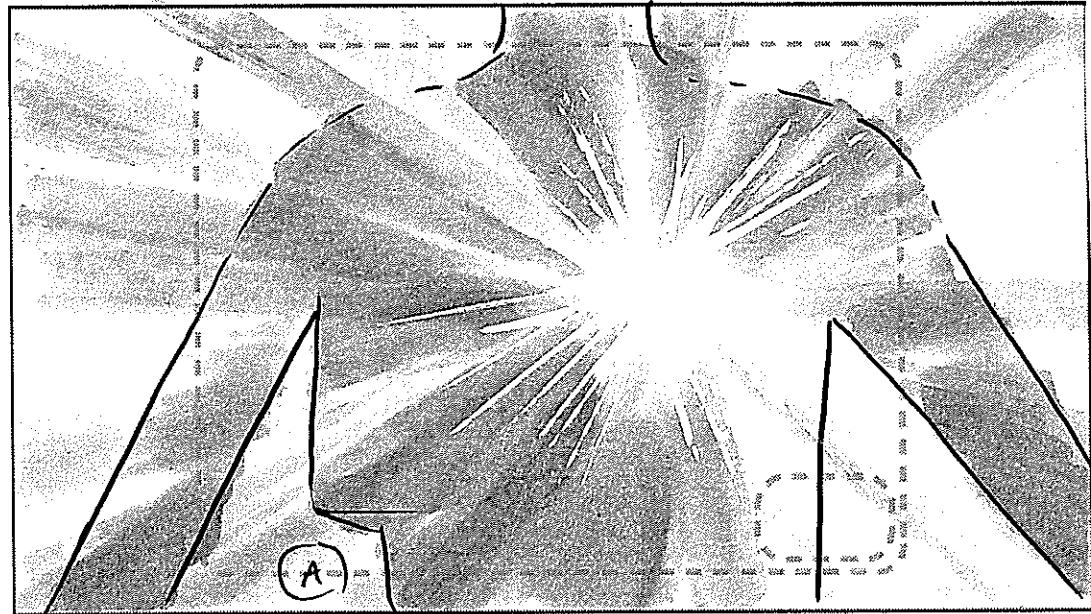
day night

Sc. 148

Pnl. B

Bg.

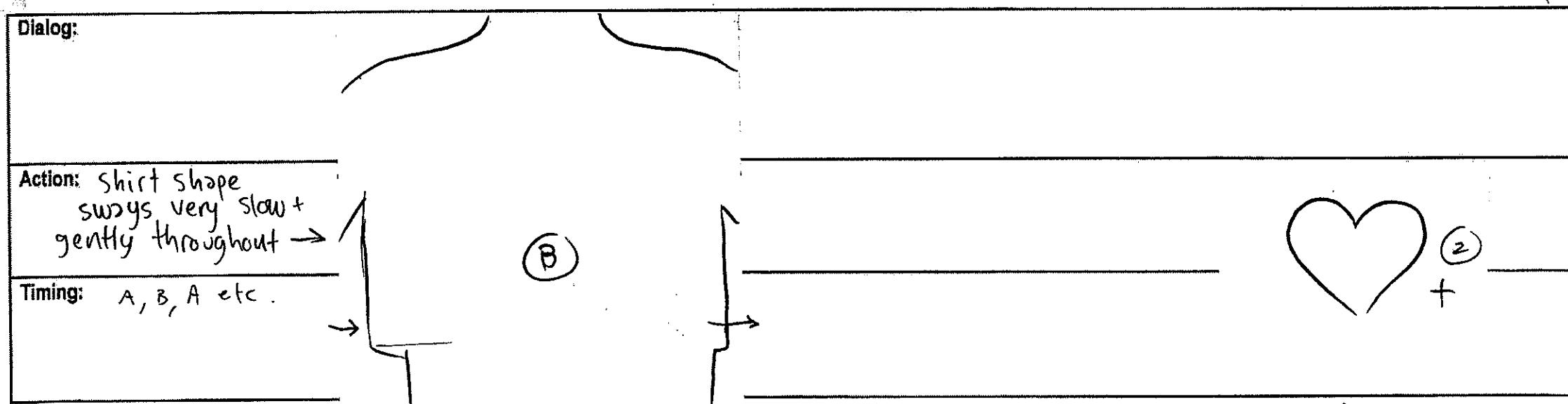
day night



Dialog:

Action: shirt shape
sways very slow +
gently throughout →

Timing: A, B, A etc.



Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 203

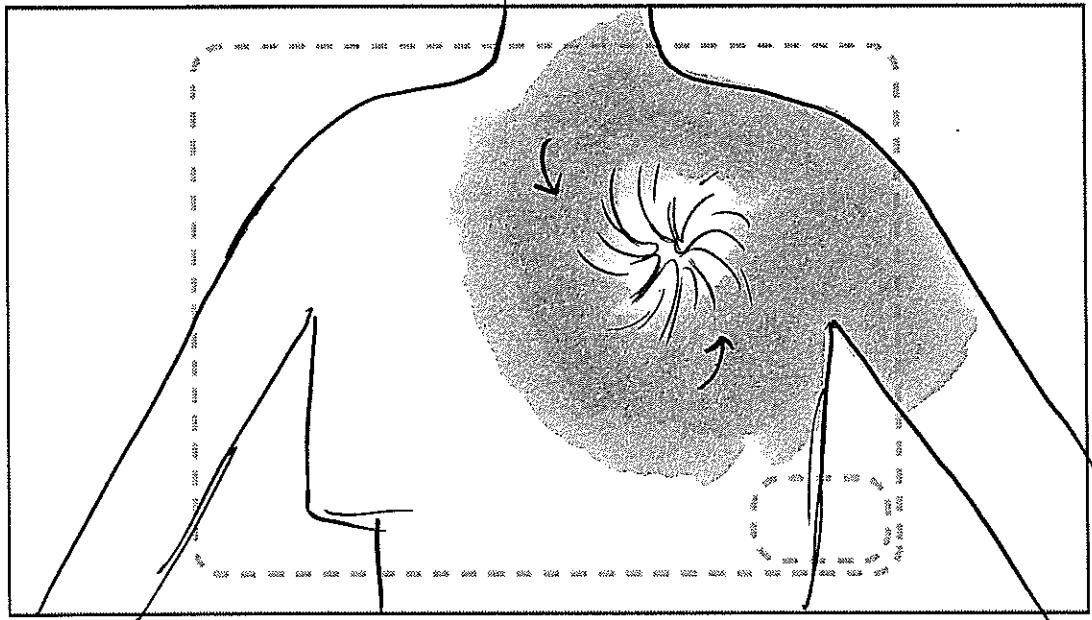
Sc. 148

Pnl.

C

Bg.

day night



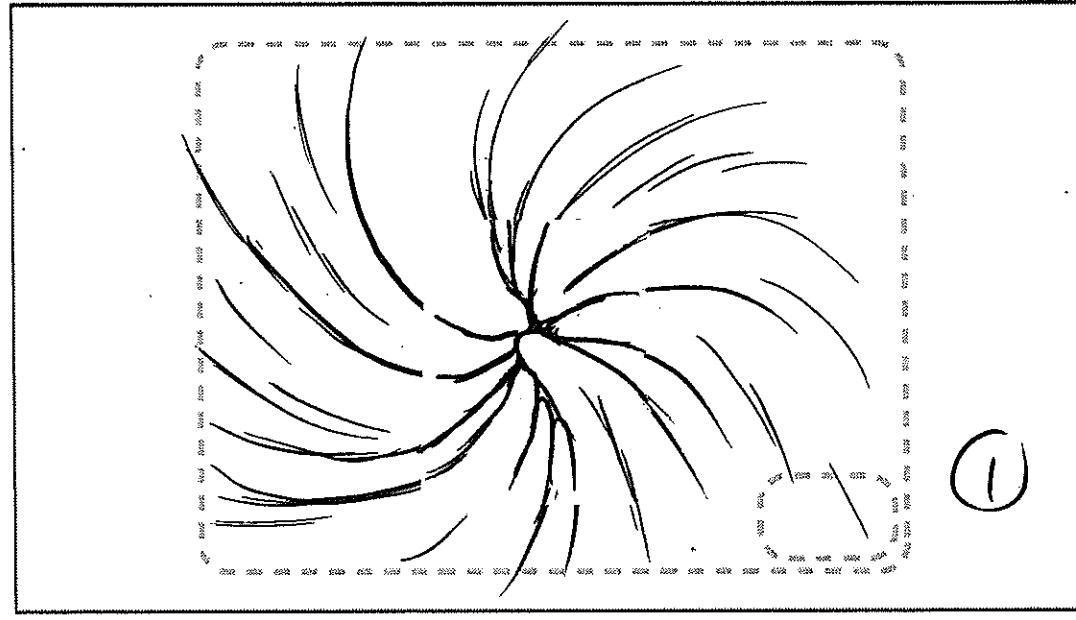
Sc. 149

Pnl.

A

Bg.

day night



Dialog:

Action: - Energy heart puckers/ twists inward

Timing:

405

- 406

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 204

Sc.

149

Pnl. B

Bg.

day night

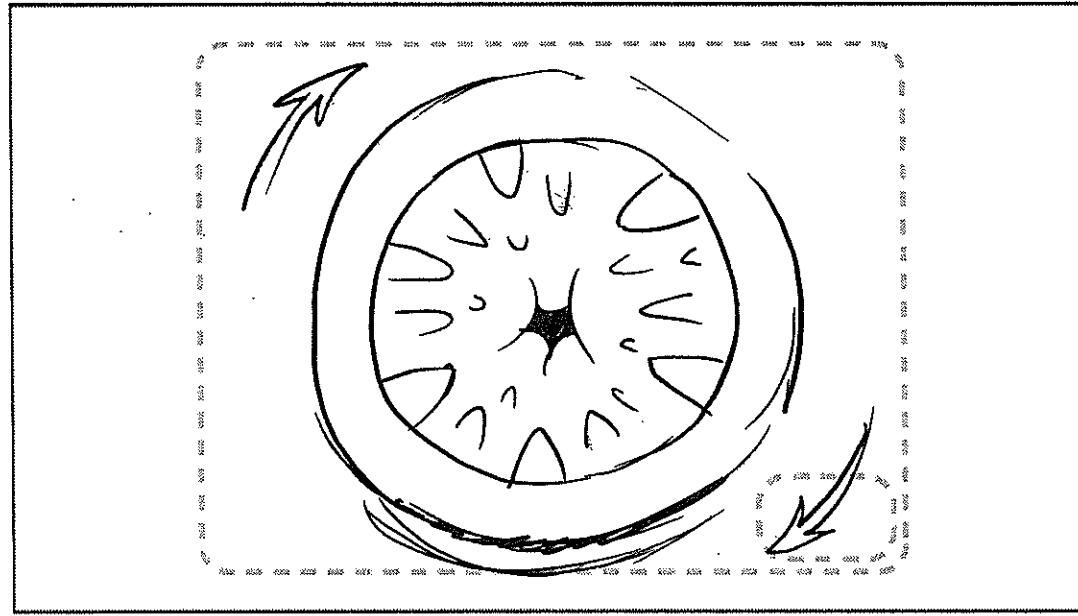
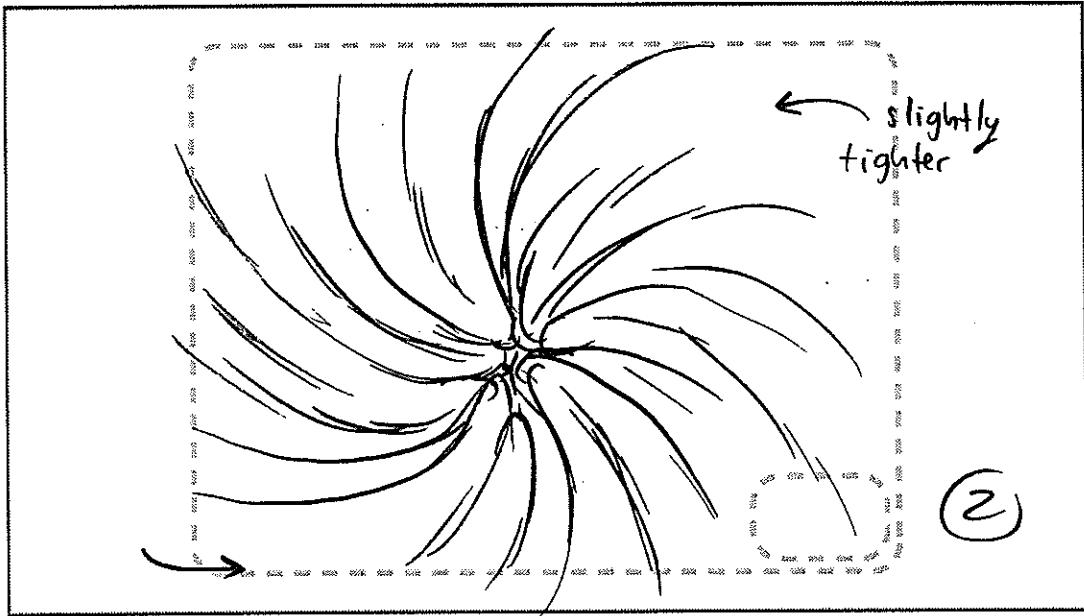
Sc.

149

Pnl. C

Bg.

day night



Dialog:

Action: - Heart twists a bit tighter, then snaps back elastically into LAMPREY MOUTH

Timing:

407

408

EPISODE# 1034-219

Production :

ADVENTURE TIME



Page 205

Sc.

150

Pnl.

A

Bg.

day night

Sc.

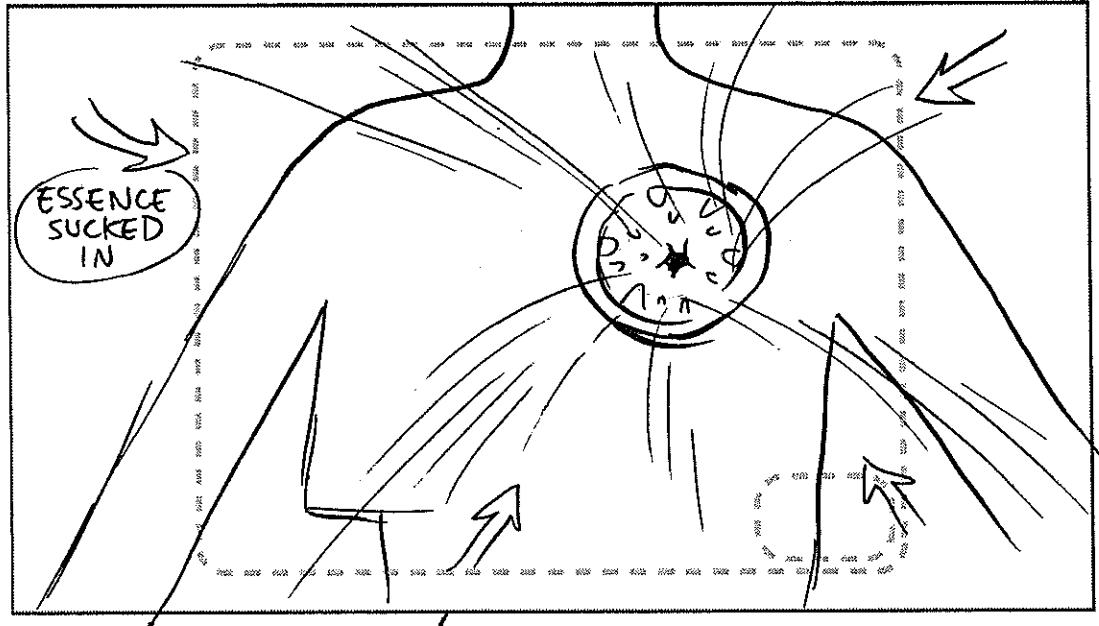
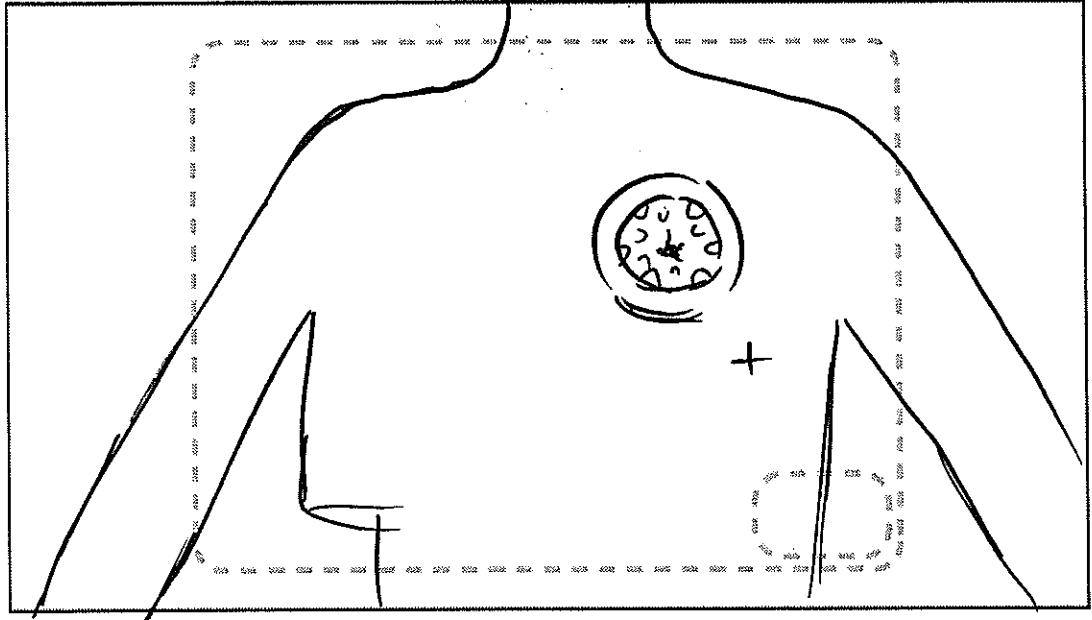
150

Pnl.

B

Bg.

day night



Dialog:

MARCELINE'S
HEART (CLORIS LEACHMAN?) * smacks lips twice * Oh...
Oh boy... oh I'm
famished...

M'S
HEART

* SUCKK! *

Action:

- LAMPREY MOUTH begins to suck in
Vampire ESSENCE

Timing:

409

example
dialogue
mouth
shape

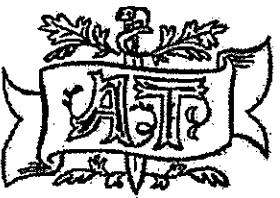
+

410

Production :

EPISODE # 1034-219

ADVENTURE TIME



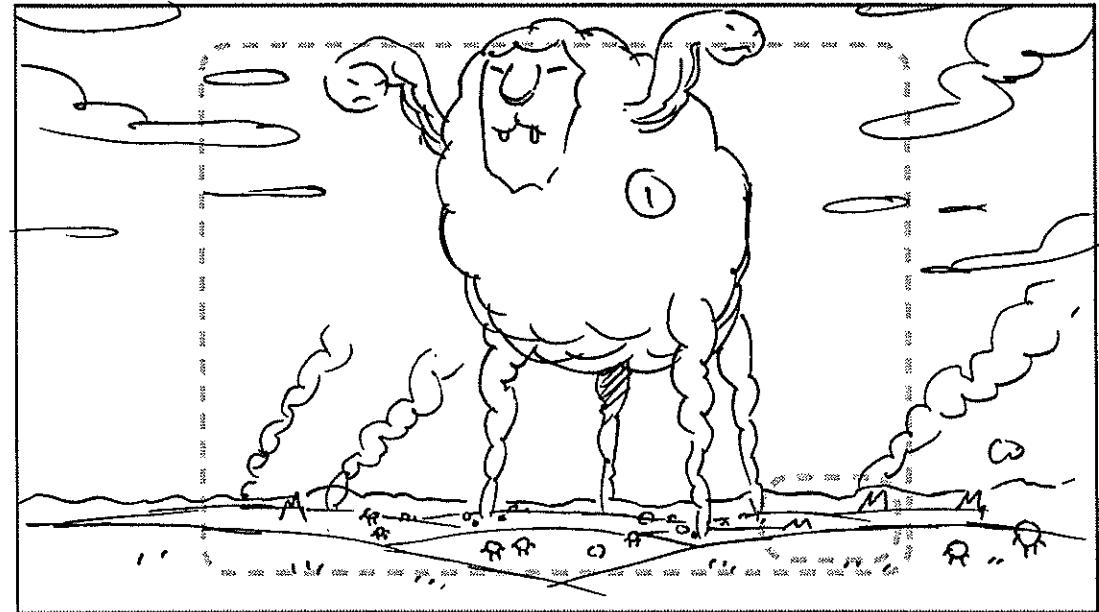
Page 206

Sc. 151

Pnl. A

Bg.

day night

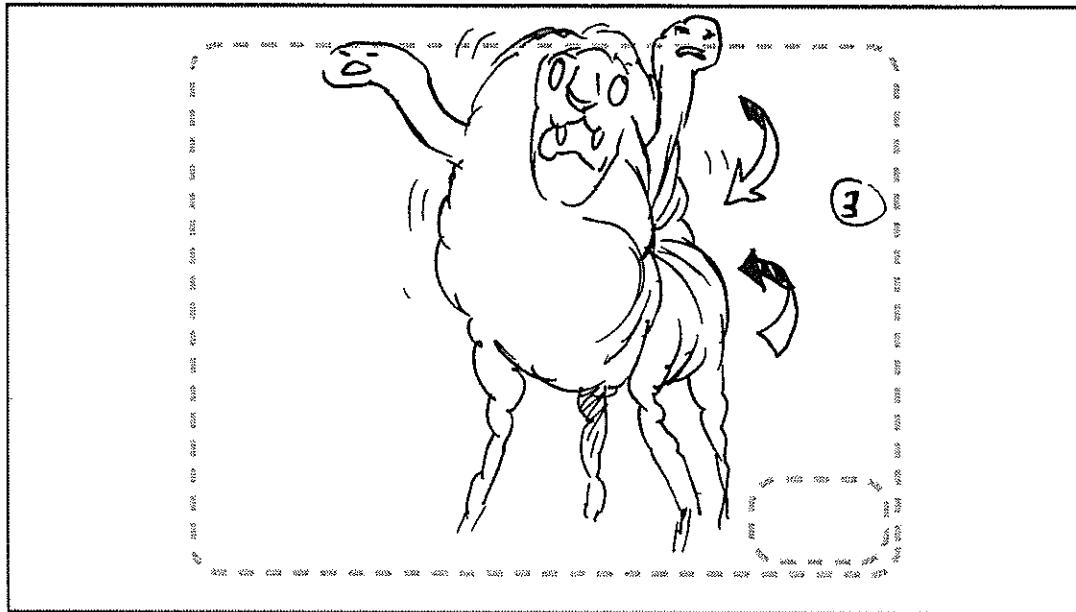


Sc. 151

Pnl. B

Bg.

day night



Dialog:



(ESSENCE) ROAR! / SQUEAL!

SFX: SUCKKK

Action:

- Essence is sucked in via sudden jolts, from (2) to (3), (3) to (4)

Vibrating all along

- EELS lash about & struggle (4)

Timing:

4/1



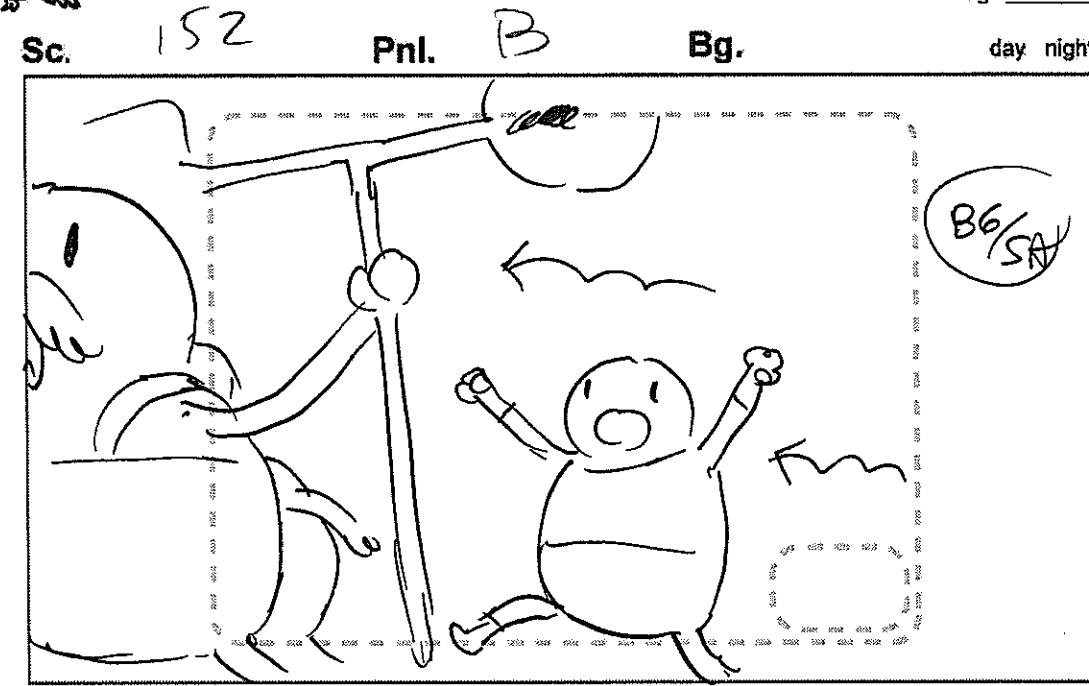
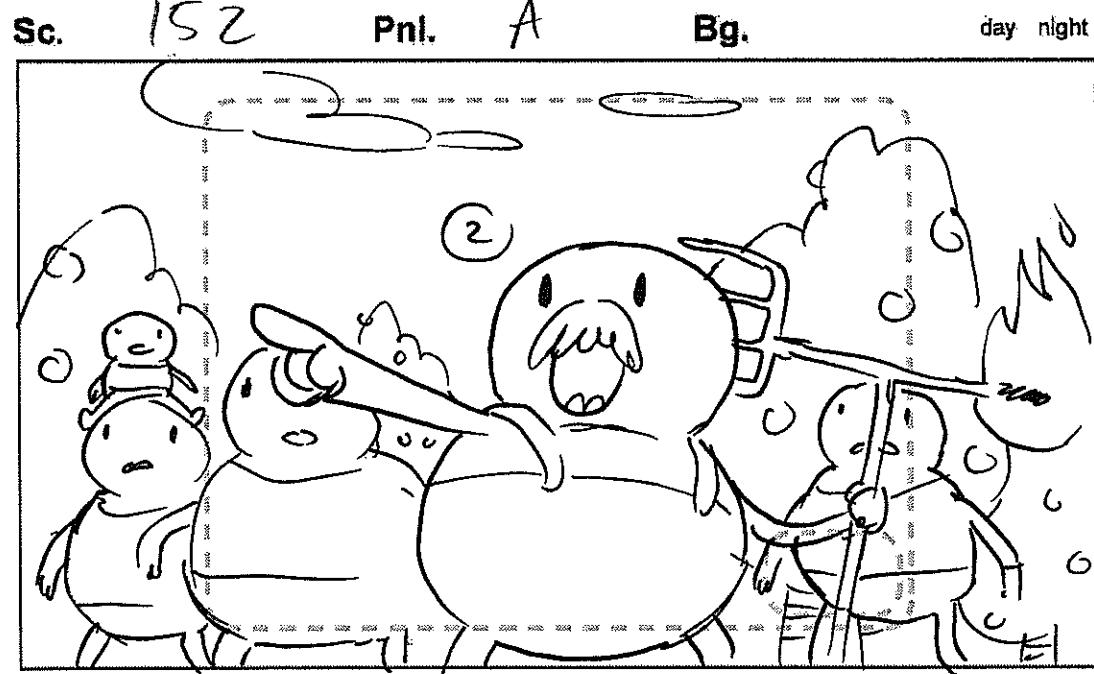
Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 207



Dialog:
CD) THE BEAST WEAKENS!

Action:

Timing:

413

CD) ALL TOGETHER NOW!

FARMERS: *cheering/wacky waltz begins*

414

EPISODE #

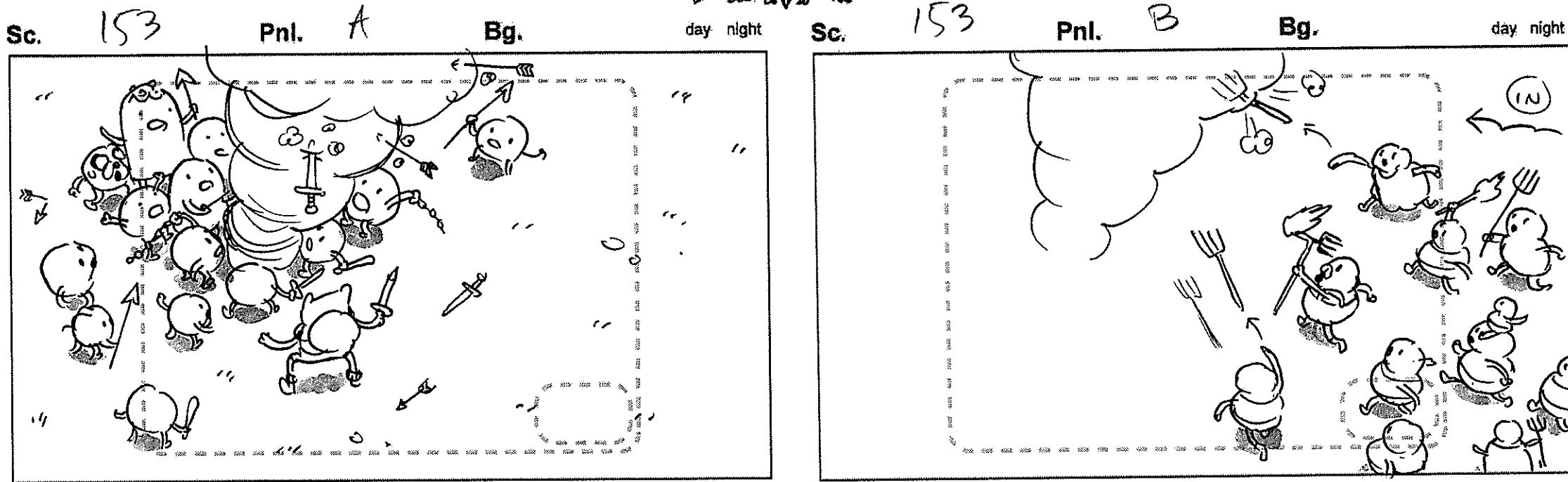
Production :

1034-219

ADVENTURE TIME



Page 208



Sc. 153 Pnl. A Bg. day night

Sc. 153 Pnl. B Bg. day night

Dialog:

* CANDY PERSON FIGHTING *

WALLA

Action:

- fighting cycles
for candy people

Timing:

415

CANDY PERSON WALLA +

* FARMER FIGHTING WALLA *

416

EPISODE # 1034-219

Production :

ADVENTURE TIME



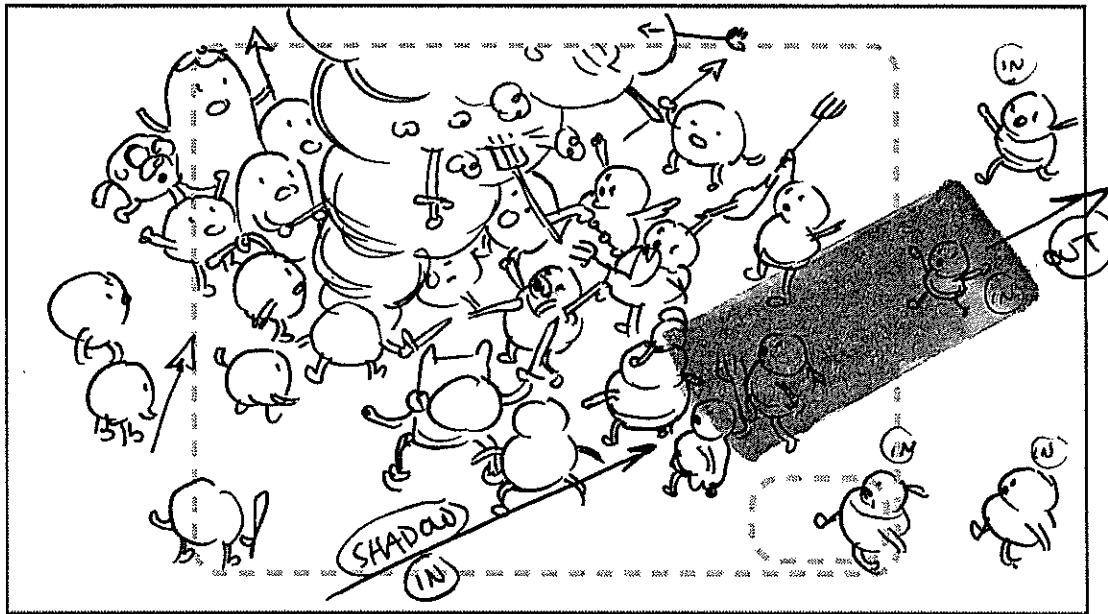
Page 209

Sc. 153

Pnl. C

Bg.

day night

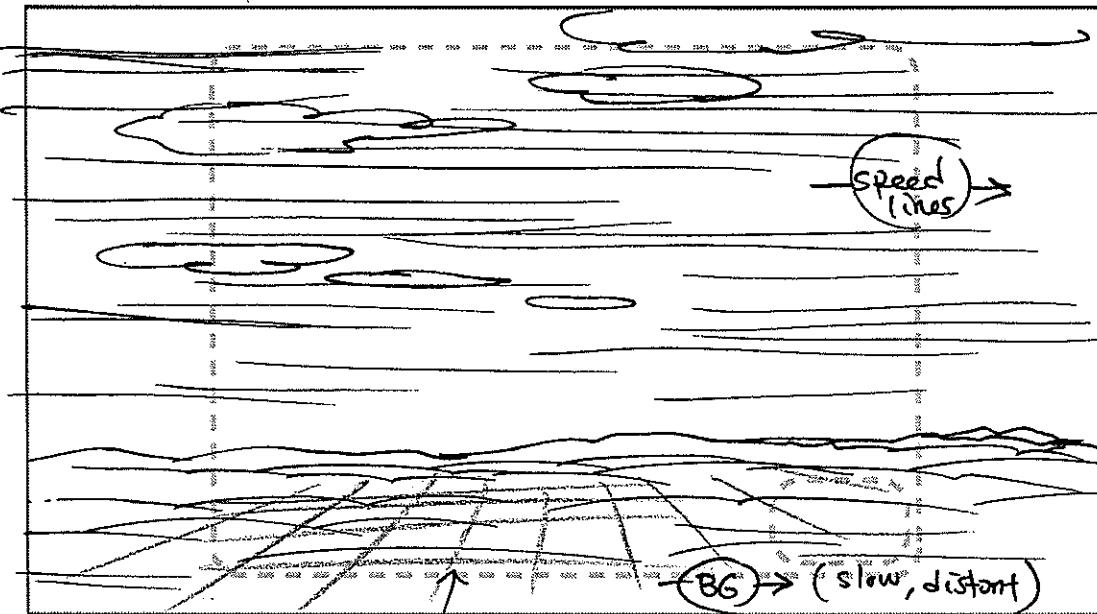


Sc. 154

Pnl. A

Bg.

day night

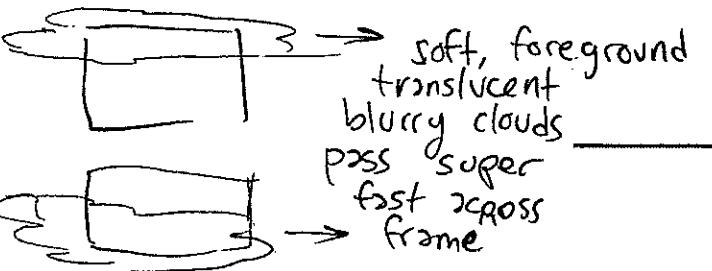
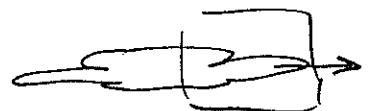


Dialog:

* FIGHTING WALLA *

ground

Action:



Timing:

417

418

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 210

Sc. 154

Pnl. B

Bg.

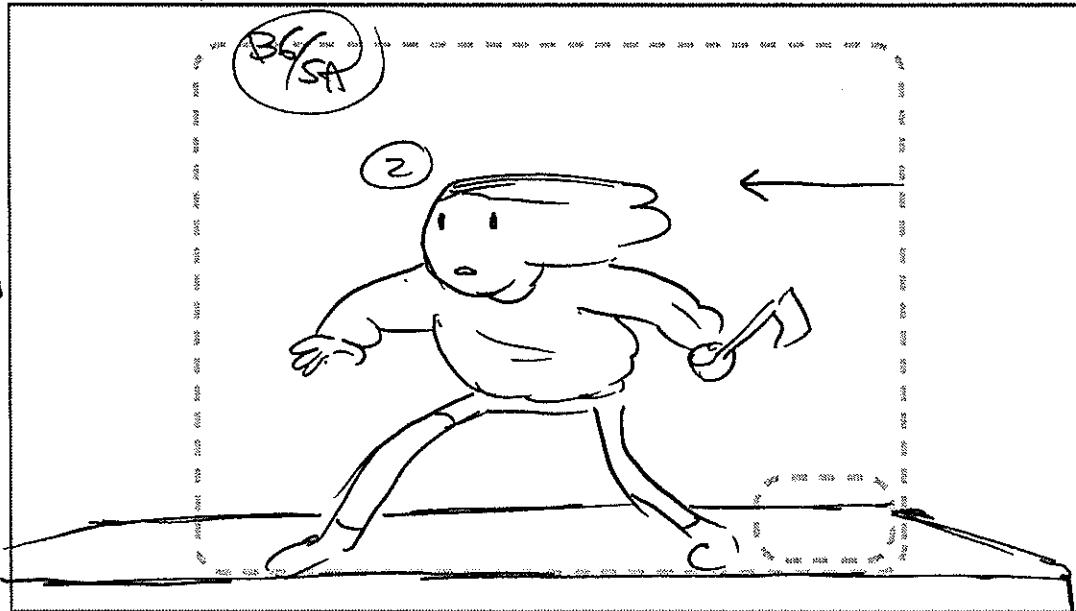
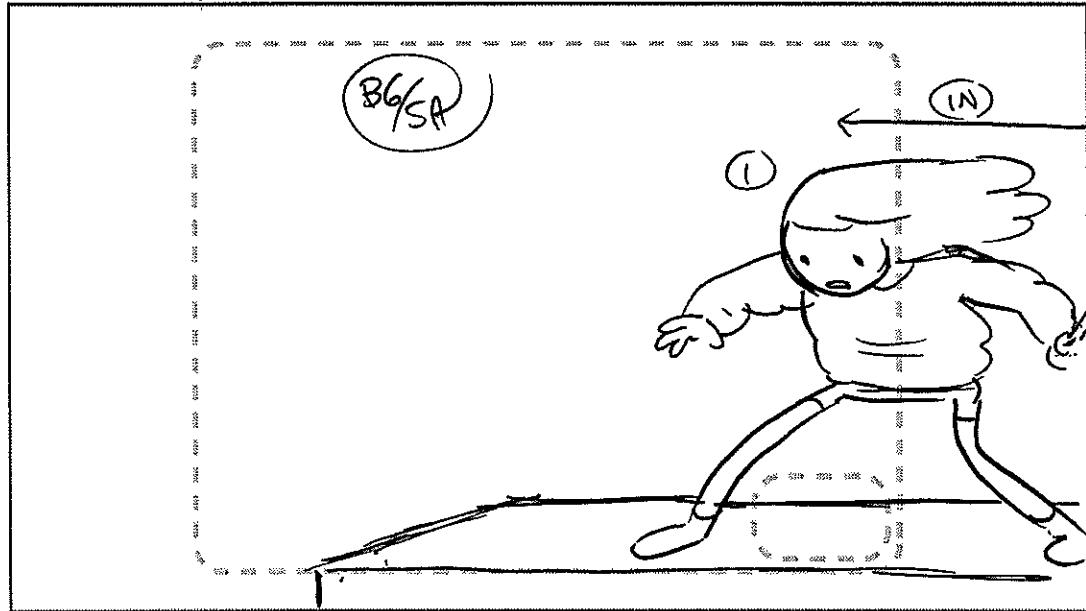
day night

Sc. 154

Pnl. C

Bg.

day night



Dialog:

Action:

- PB moves IN to ① then to ②, all in one smooth slow motion.
-  misty clouds pass over PB

Timing:

419

420

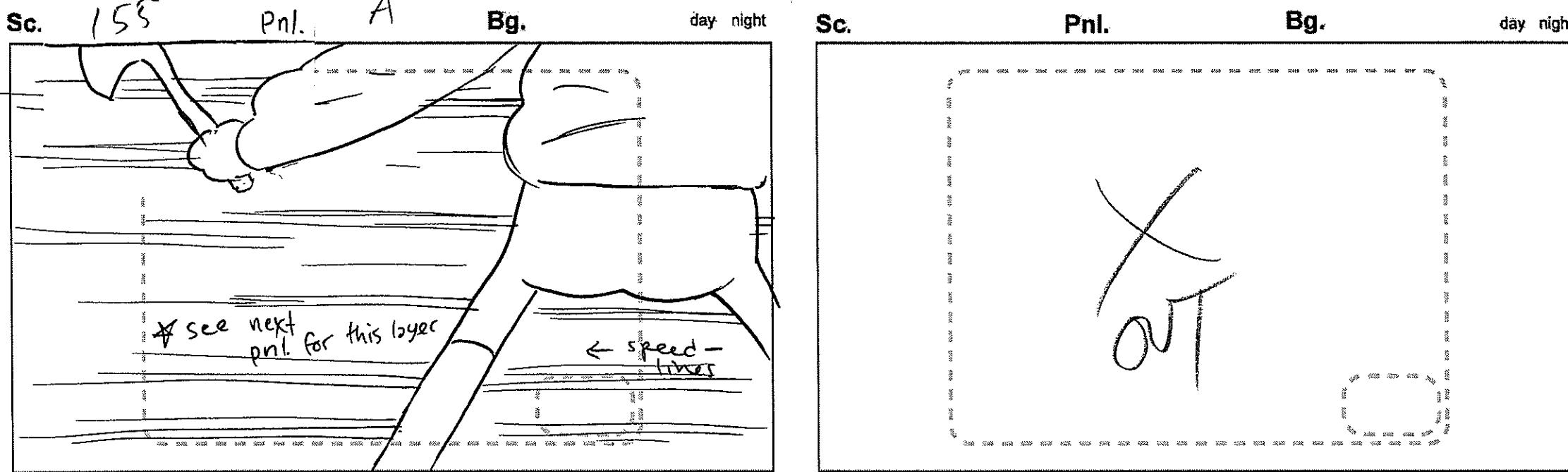
EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 211



Dialog:

Action:



Timing:

421

422

EPISODE # 1034-219

Production :

ADVENTURE TIME

Sc. 155

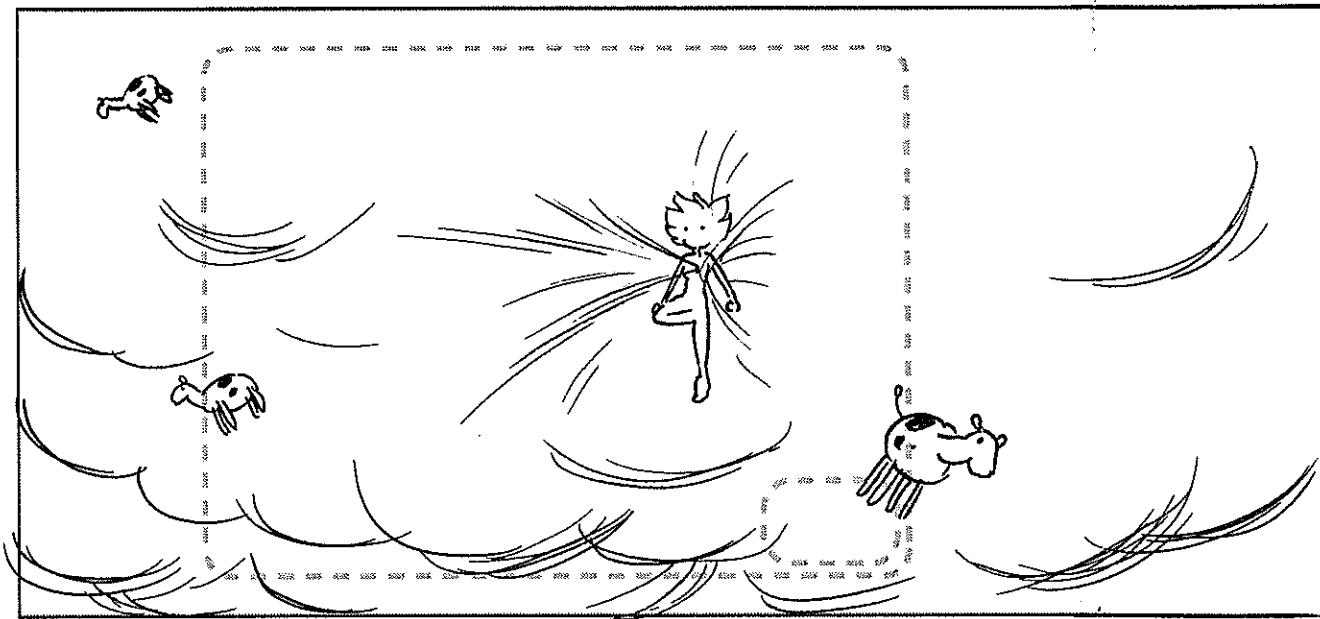
Pnl. (layer)

Bg.



day night

Page 212



Dialog:

Action:

Timing:

423

424

1034-219

EPIISODE #

Production :

ADVENTURE TIME



Page 213

Sc.

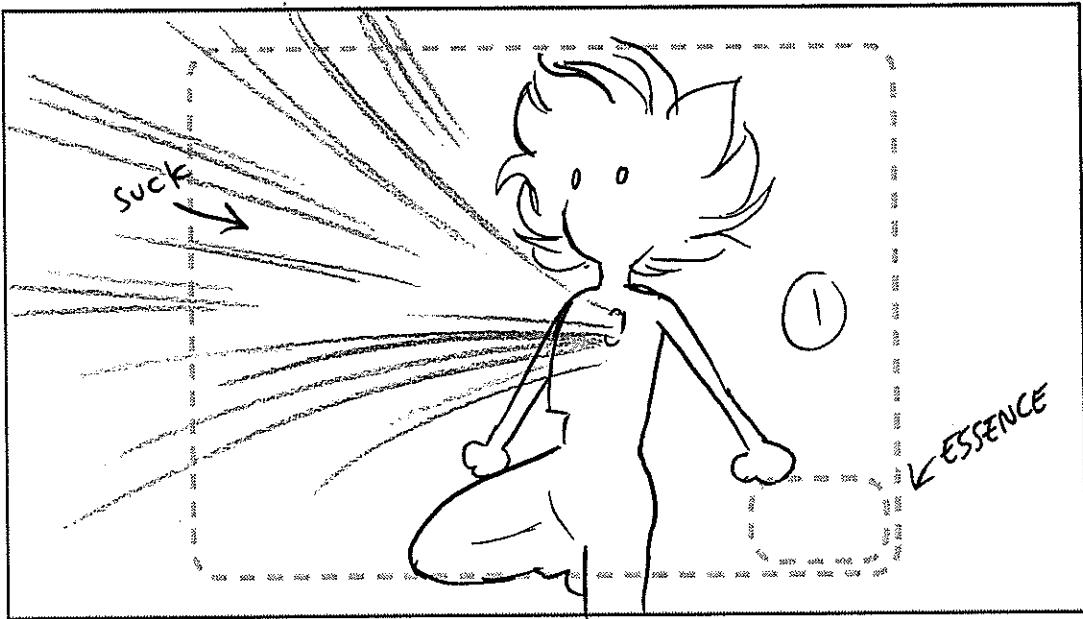
156

Pnl.

A

Bg.

day night



Sc.

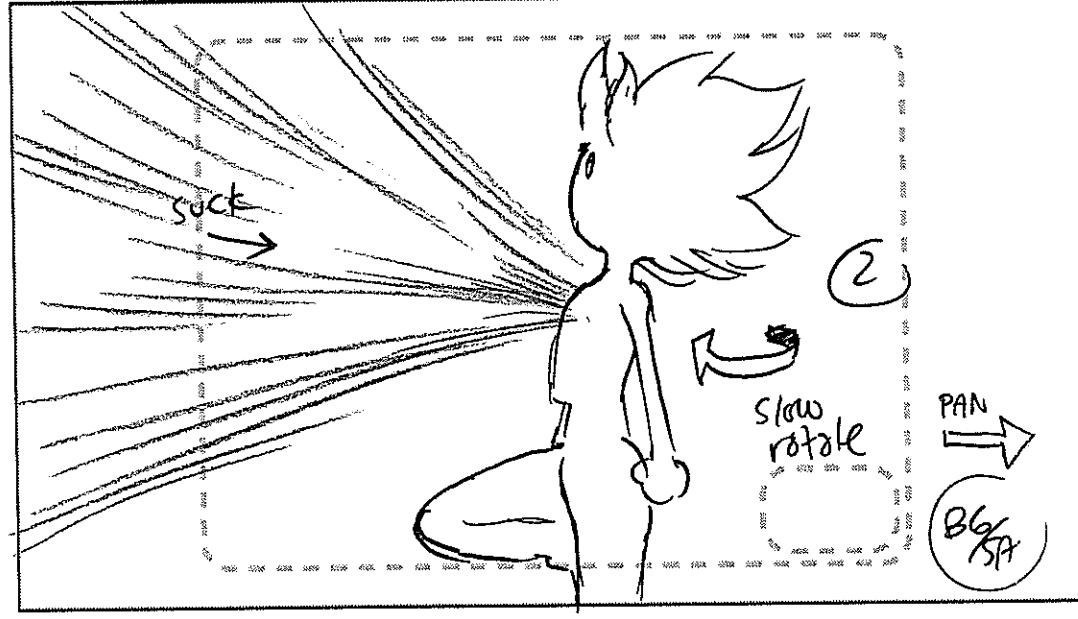
156

Pnl.

B

Bg.

day night



Dialog:

Action:

- Marceline slowly rotates, bg slow pans - simulate PB's POV

Timing:

425

426

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 214

Sc.

156

Pnl.

C

Br

day night

Sc.

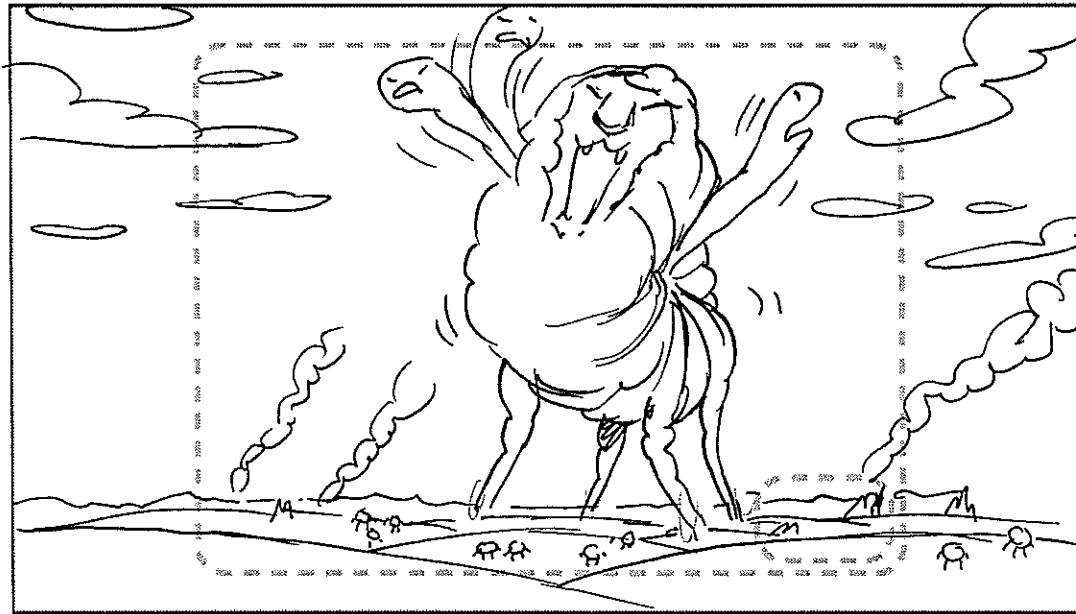
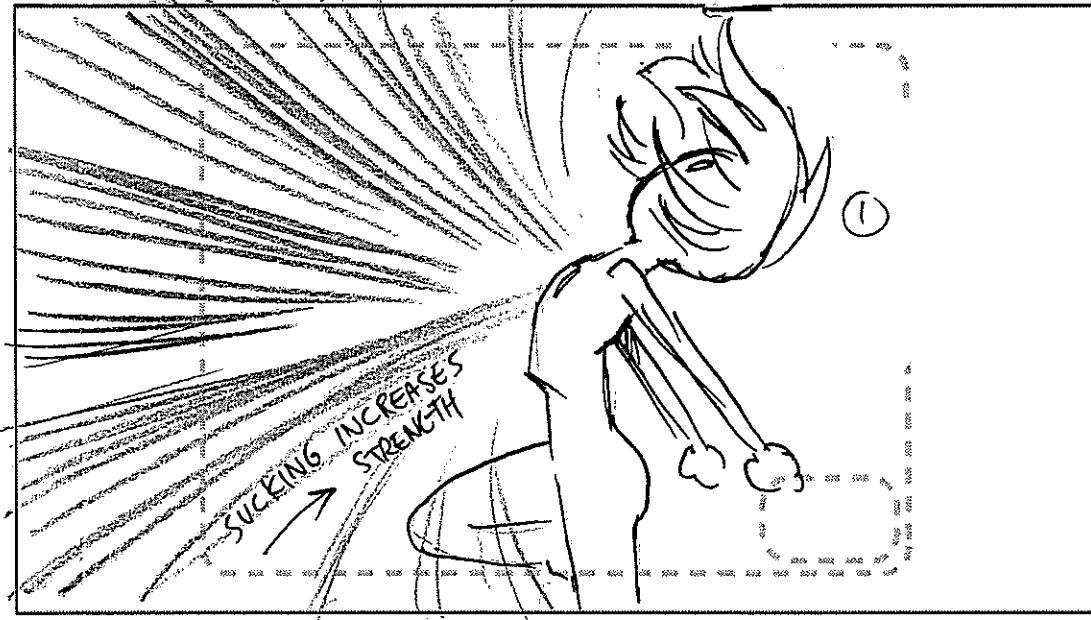
157

Pnl.

A

Bg.

day night



Dialog:

Action:

Antic ①②



- Marceline rears back,
sucking intensifies

Timing:

427

428

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 215

Sc. 157

Pnl. B

Bg.

day night

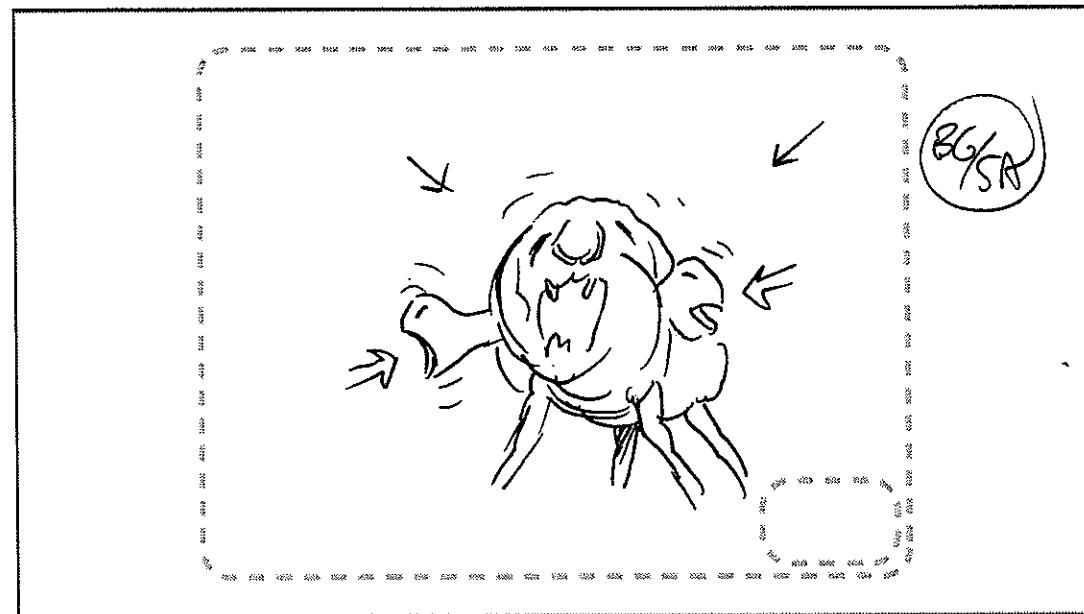
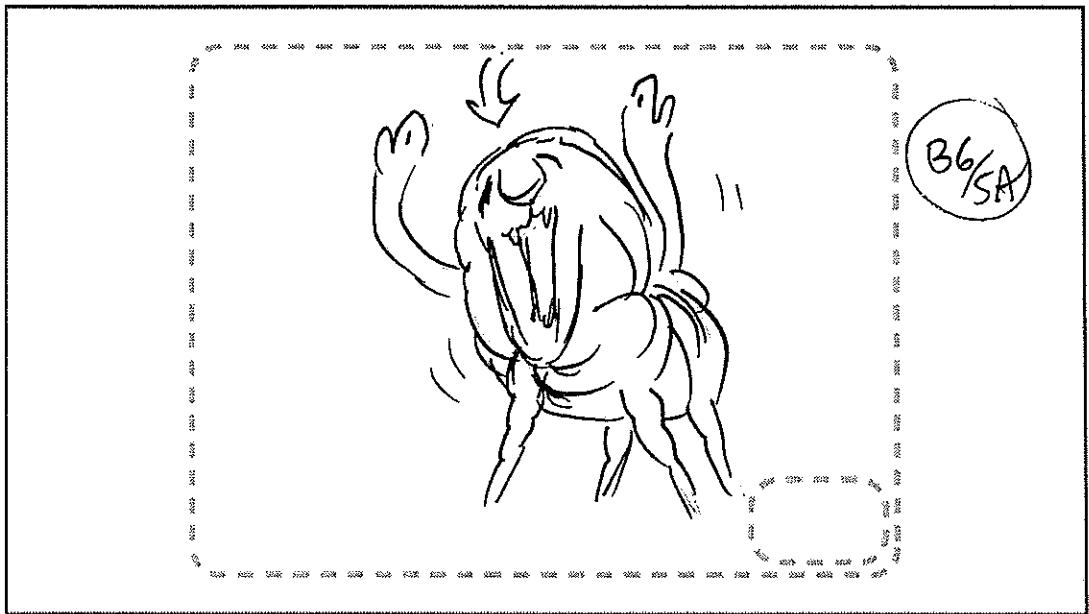
157

Pnl.

C

Bg.

day night



Dialog:

ESSENCE * screeching & roaring *

Action:

- Essence is sucked inward, jolt by jolt



Timing:



430

EPISODE #

Production :

1034-219

ADVENTURE TIME



Sc.

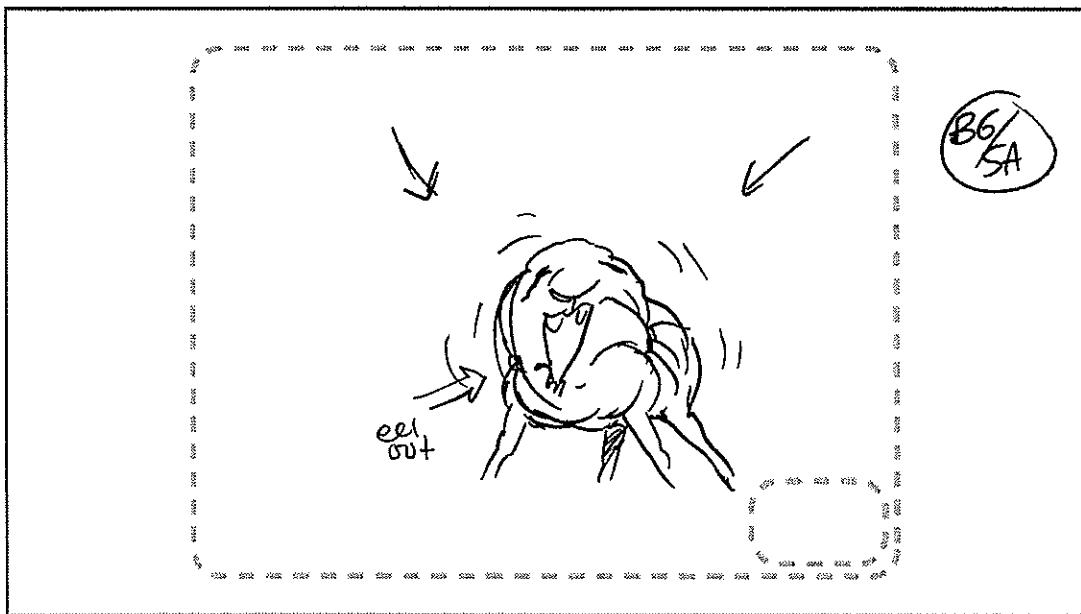
157

Pnl.

P

Bg.

day night



Sc.

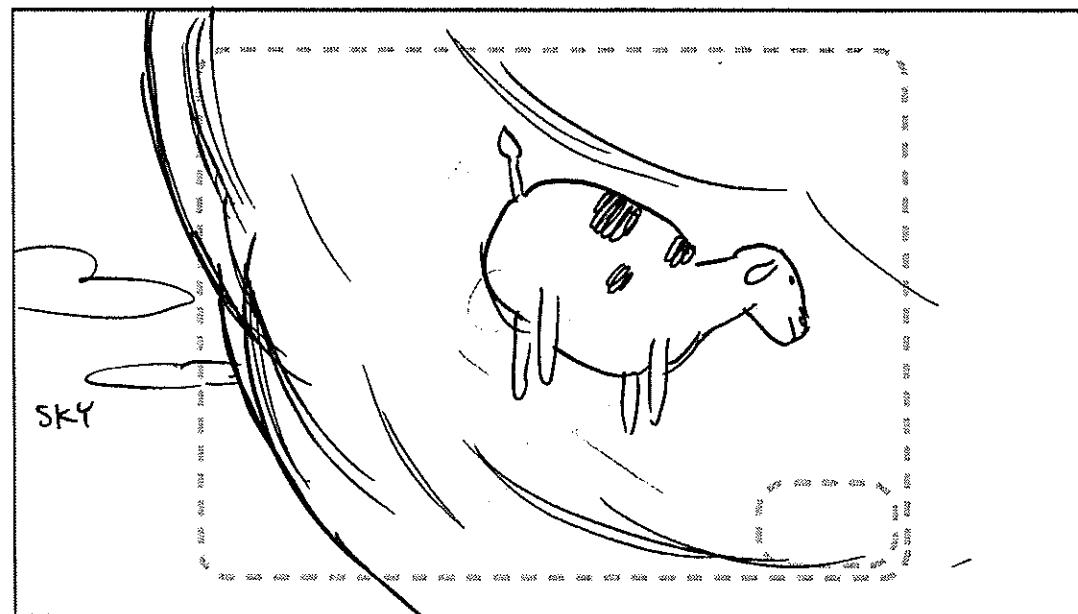
158

Pnl.

A

Bg.

Page 216



Dialog:

Action:

Timing:

431

432

EPISODE #

Production :

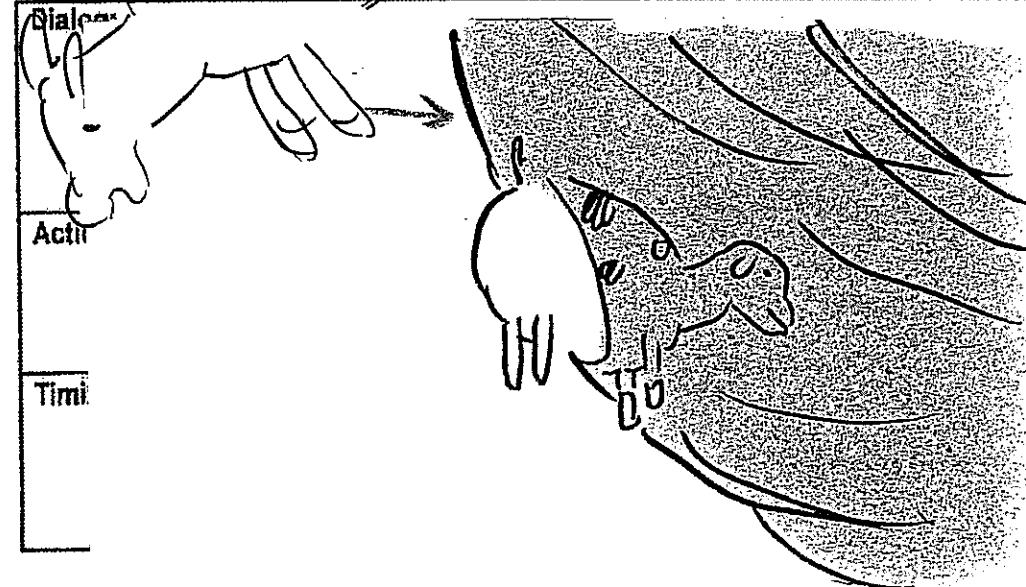
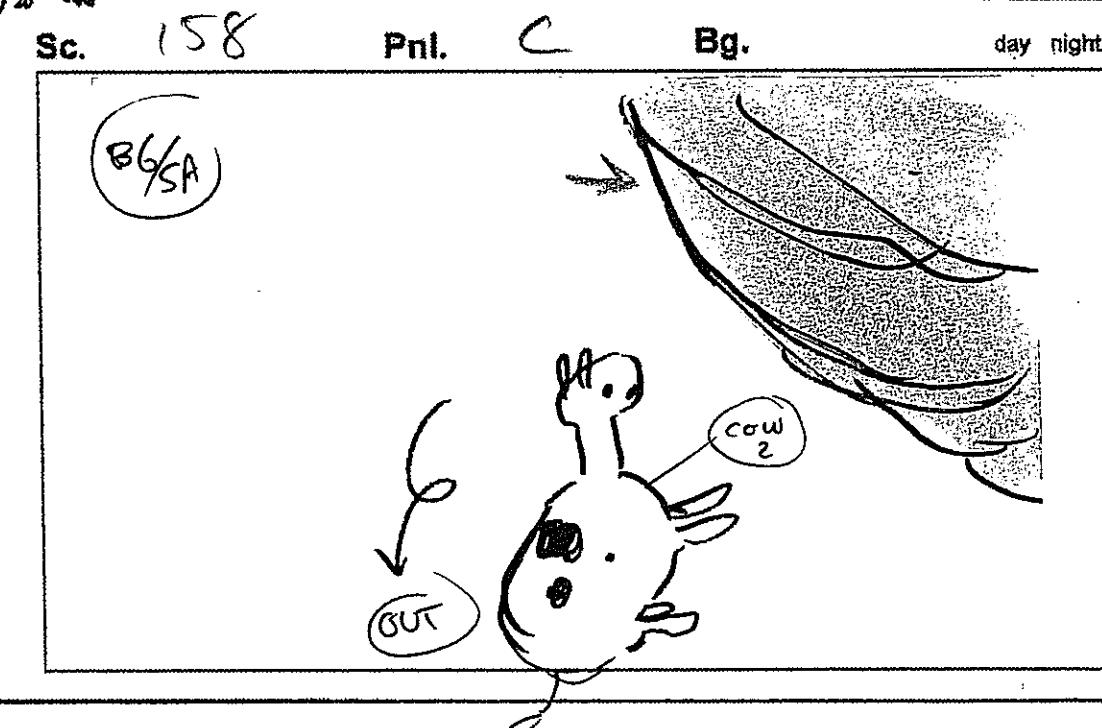
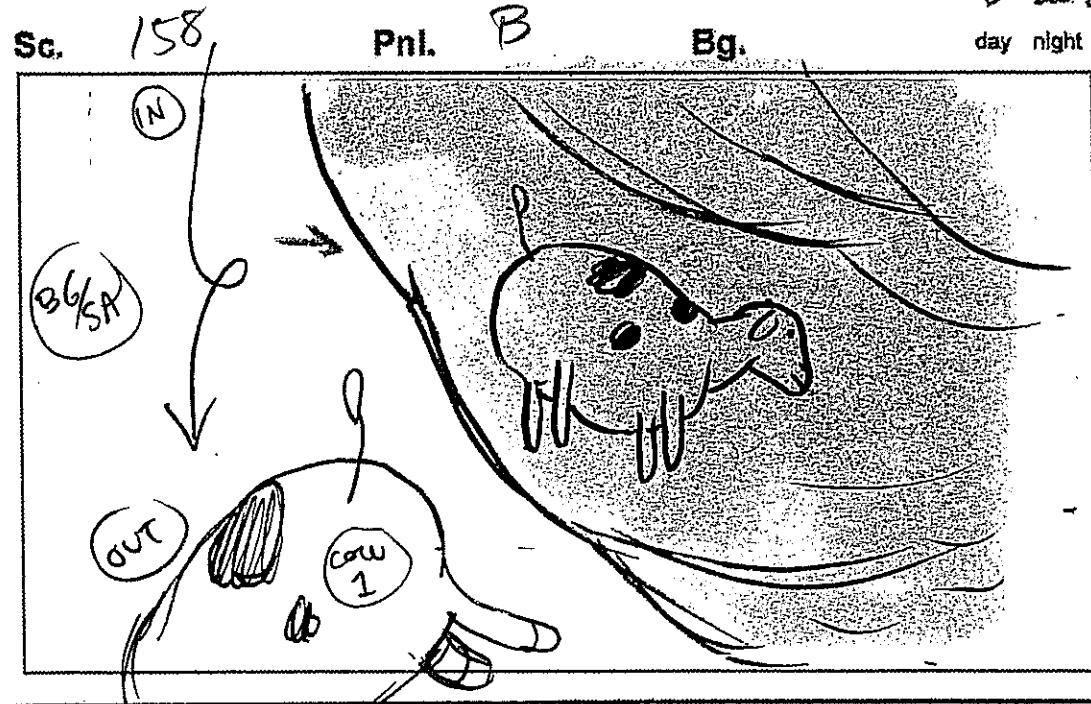
1034-219

ADVENTURE TIME



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A. cow1 whooooo..

B. cow2 whoops

-cows tumble down after being dropped from withdrawing Essence

433

434

EPISODE # 1034-219

Production :

ADVENTURE TIME

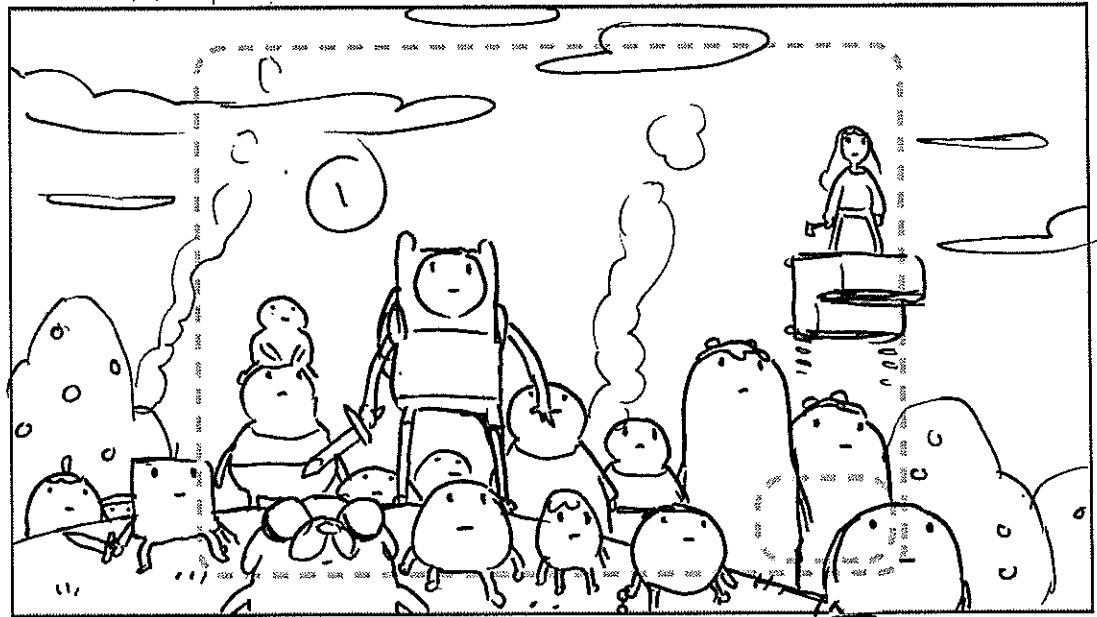


Page 218

Sc. 159 Pnl. A

Bg.

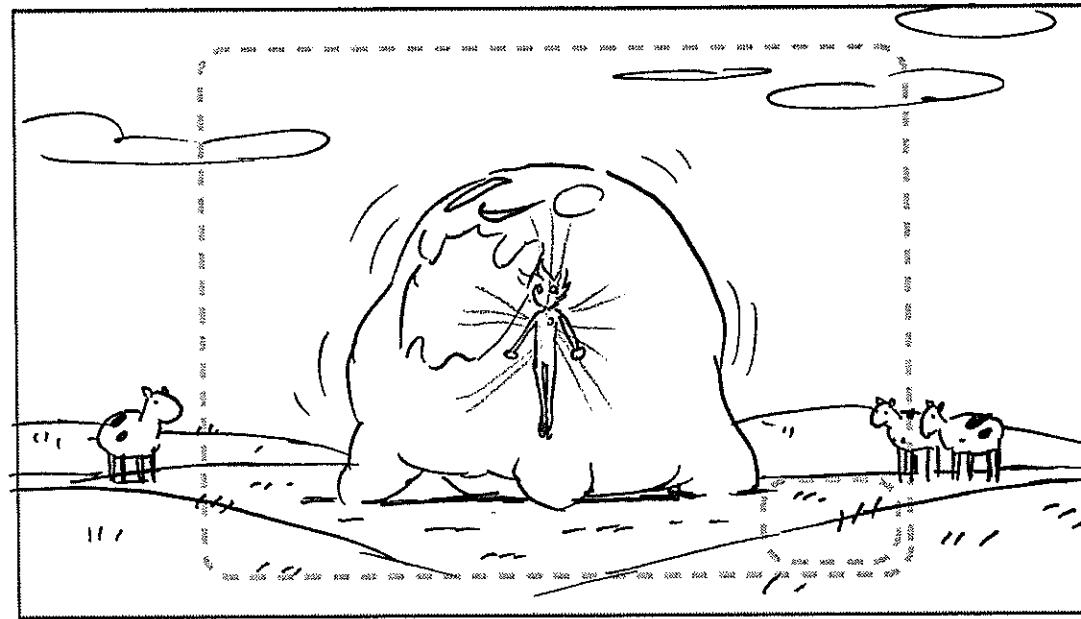
day night



Sc. 160 Pnl. A

Bg

day night



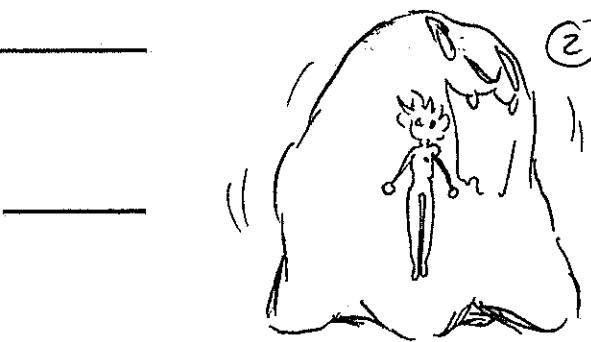
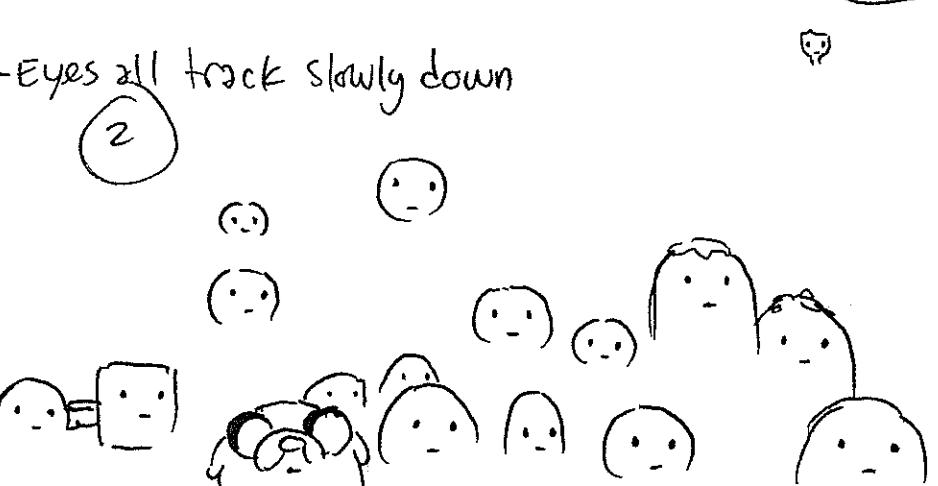
Diald

(ESSENCE): * screeching + roaring * →

- Eyes all track slowly down

Actia

Timir



435

436

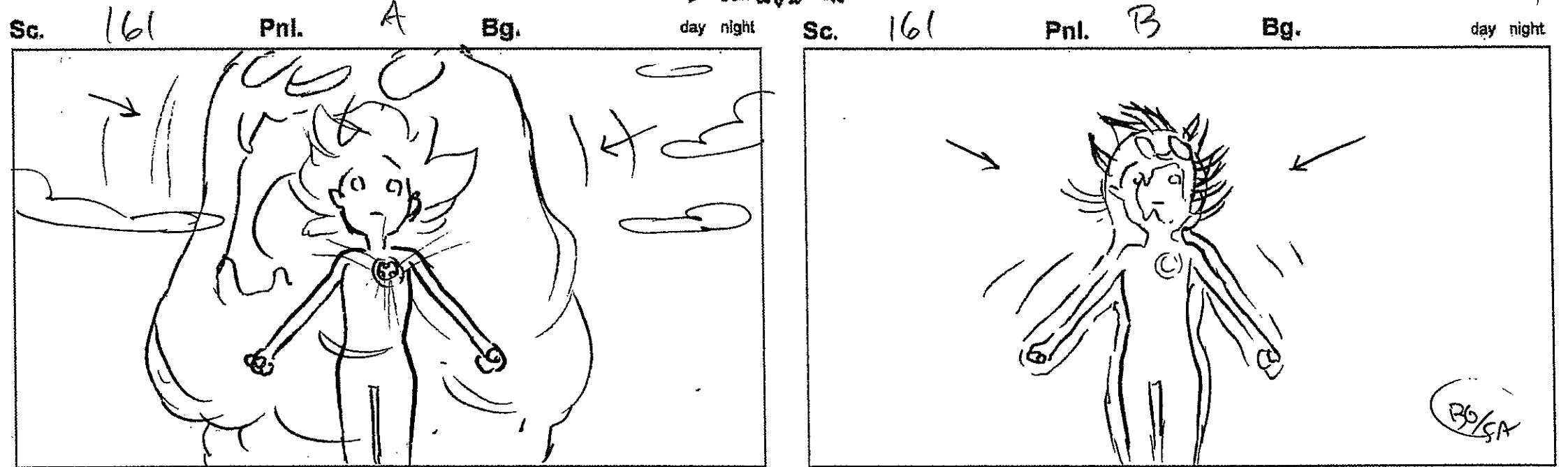
EPISODE# 1034-219

ADVENTURE TIME



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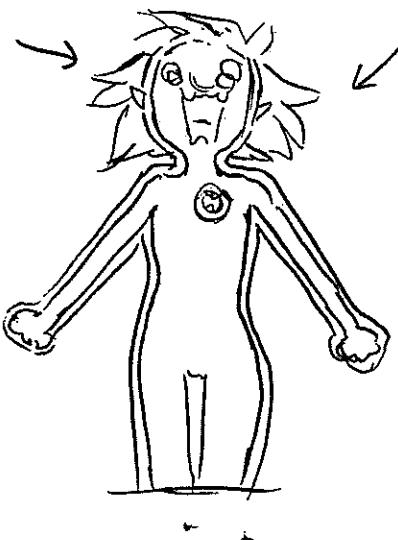
Dialog:

(ESSENCE): * screeching & roaring * cont.

Action:

- Essence shrinks until
he conforms to Marceline's
shape.

Timing:



(marceline's hair starts to
protrude through the
Essence)

438

EPISODE # 1034-219

Production :

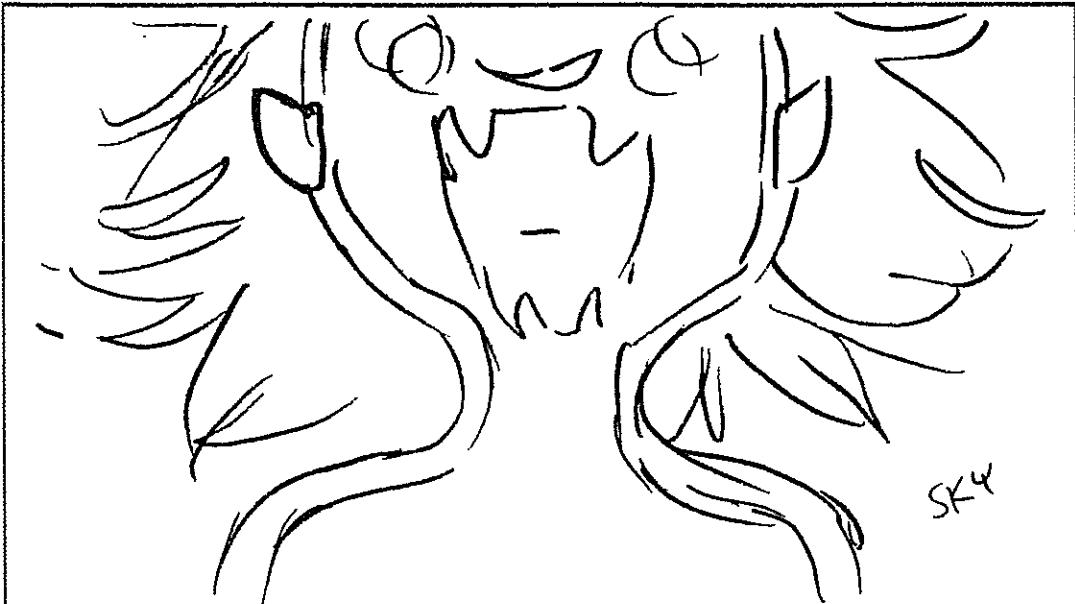
ADVENTURE TIME



220

Page _____

Sc. 162 Pnl. A Bg. day night



Sc. 162 Pnl. B Bg. day night



Dialog:

ESSENCE: *screetching* (getting higher pitched?)

Action:

- Essence shrinks so much that he no longer contains Marceline, she contains him.

Timing:

439

440

Production :

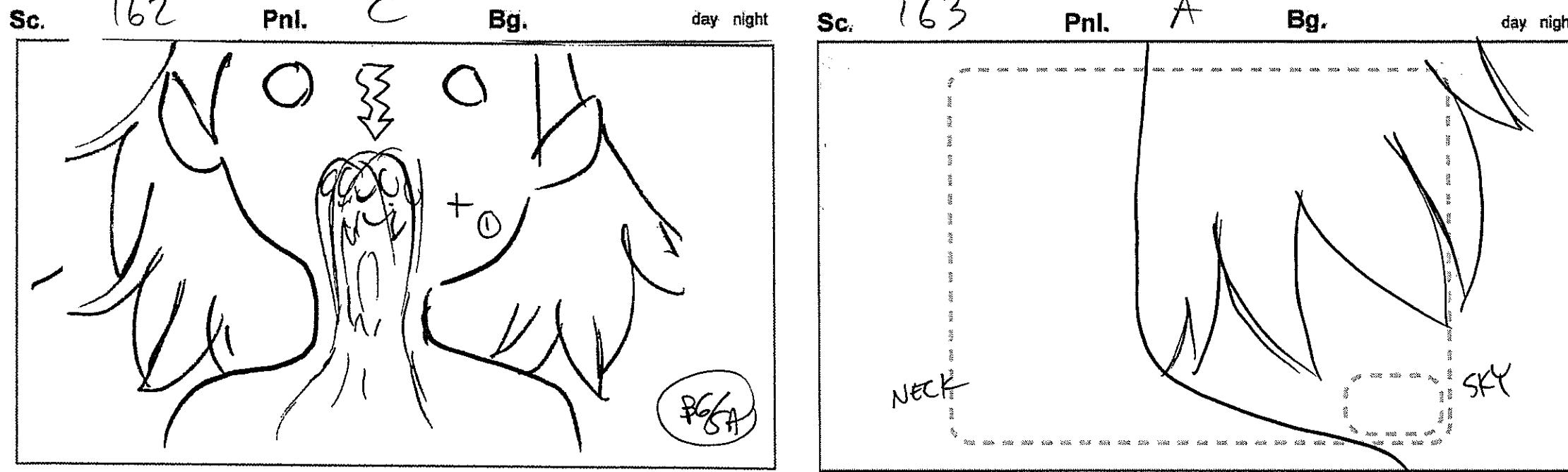
1034-219

EPISODE #

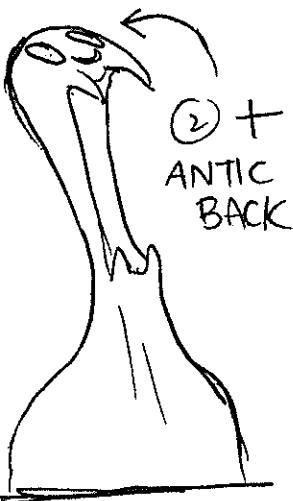
ADVENTURE TIME



Page 221



Dialog:



Action:

(1)- Essence is slowly, violently,
thrashingly sucked into
LAMPREY MOUTH

Timing:

(2) ESSENCE rears back to bite

441

442

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 222

Sc.

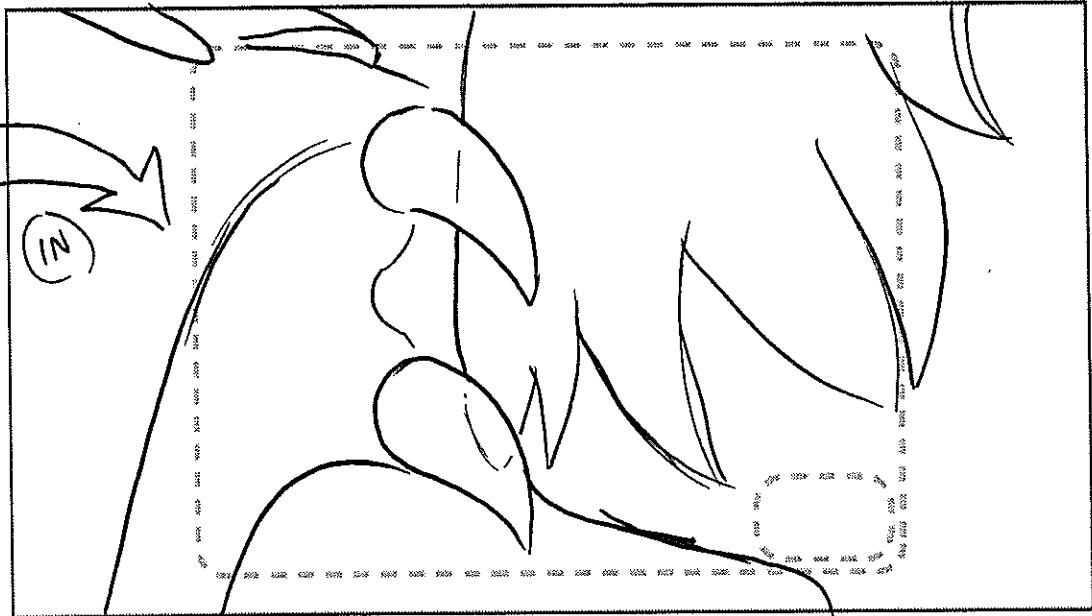
163

Pnl.

B

Bg.

day night

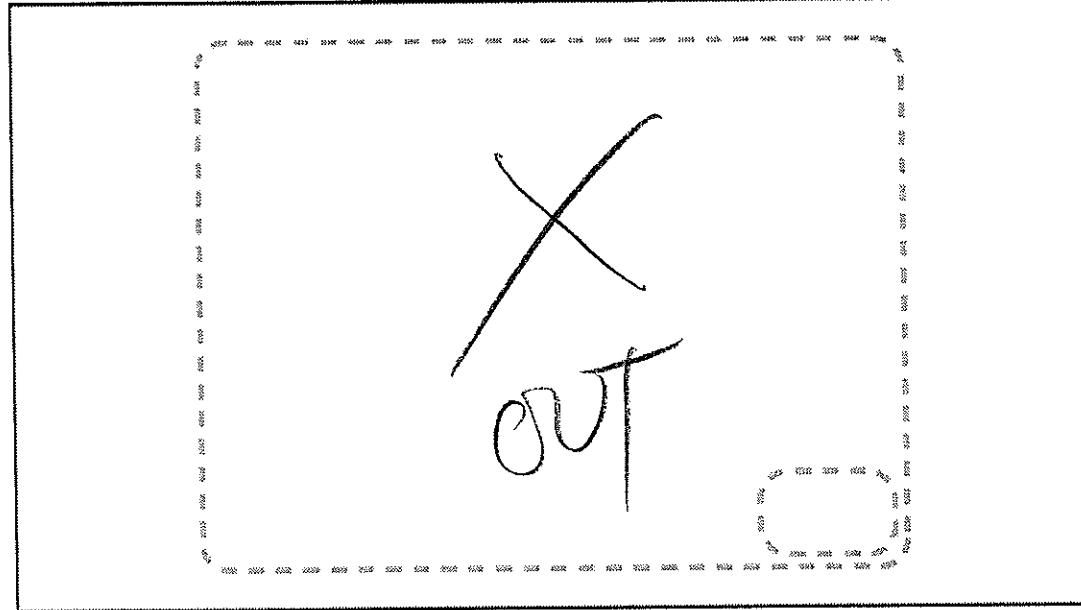


Sc.

Pnl.

Bg.

day night

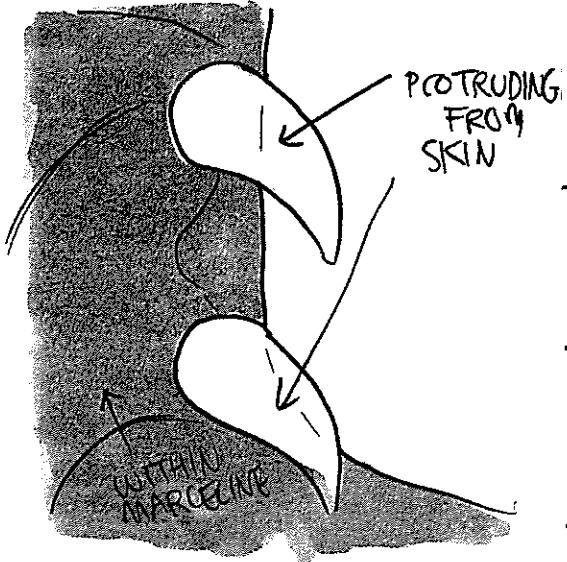


Dialog:

Action: - Essence bites
through Marceline's
neck from the inside

Timing: out.

443



444

Production :

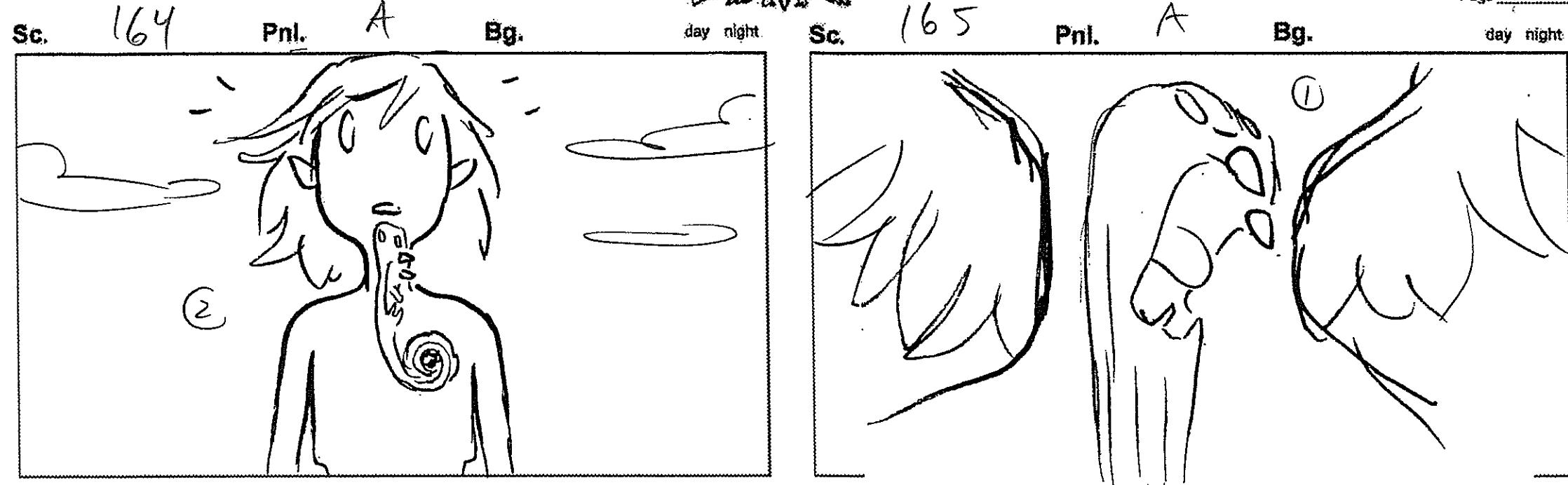
EPISODE # 1034-219

ADVENTURE TIME



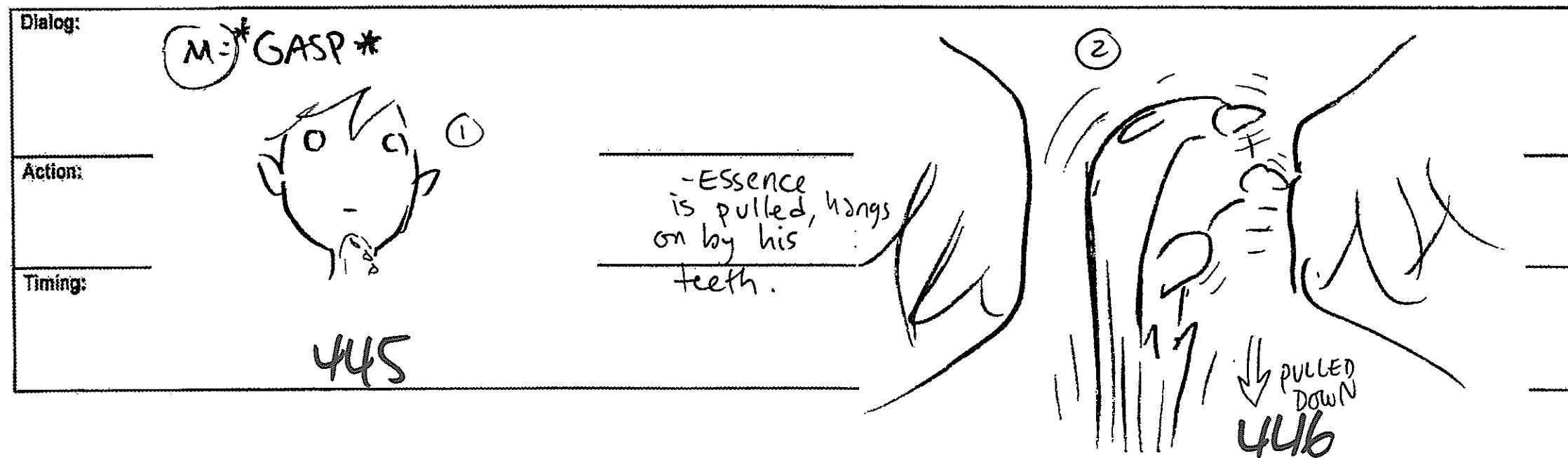
Page _____

223



EPISODE # 1034-219

Production :



ADVENTURE TIME



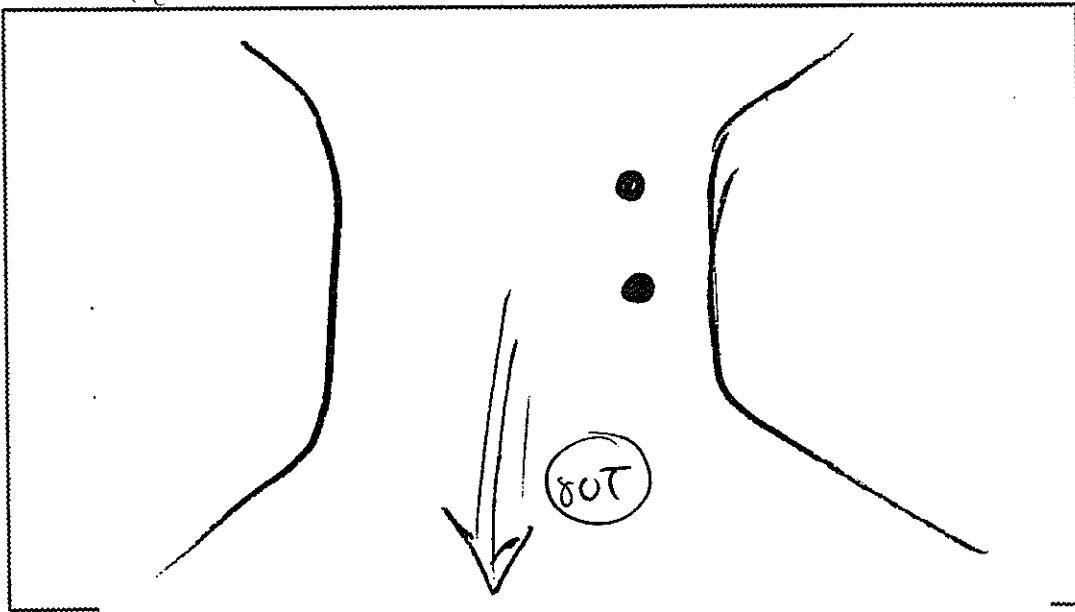
Page 224

Sc. 165

Pnl. B

Bg.

day night

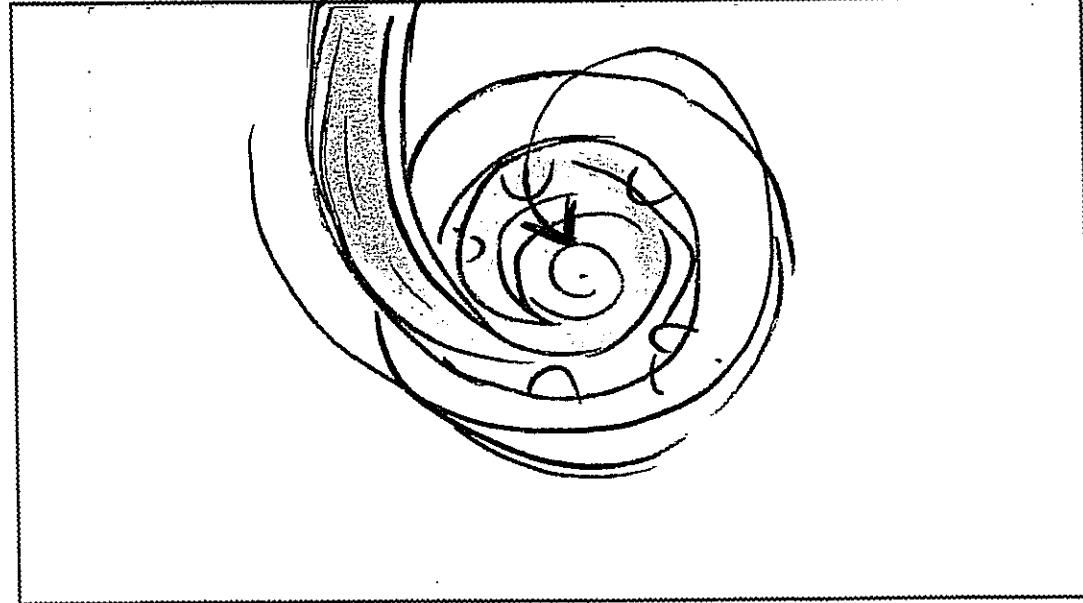


Sc. 166

Pnl. A

Bg.

day night



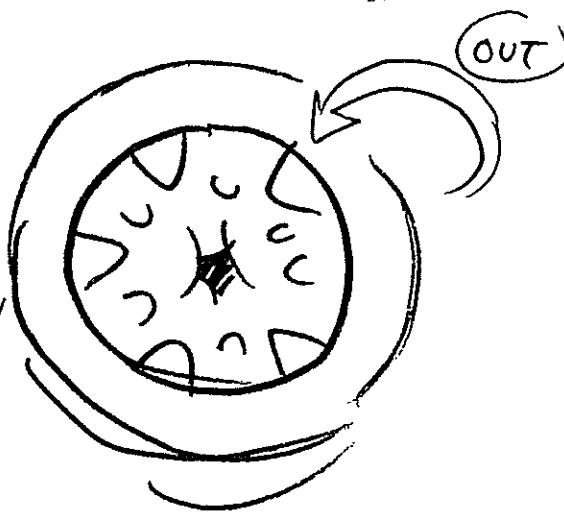
Dialog:

Action:

- Essence is quickly sucked off screen when his hold gives way

- Essence is sucked, spiraling, into Lumpy's mouth.

Timing:



447

448

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 225

Sc.

167

Pnl.

A

Bg.

day night

Sc.

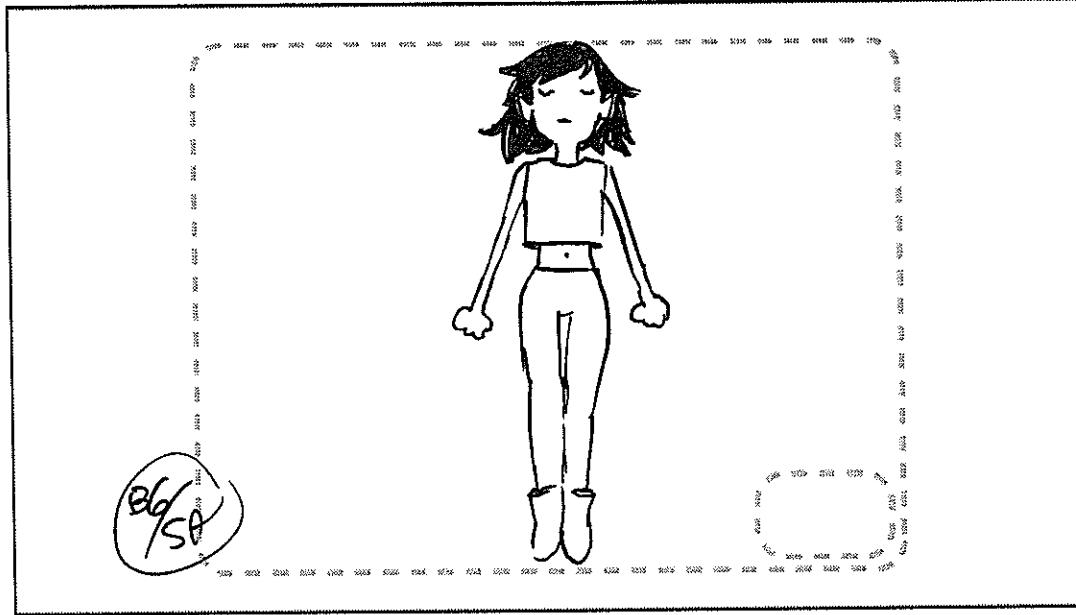
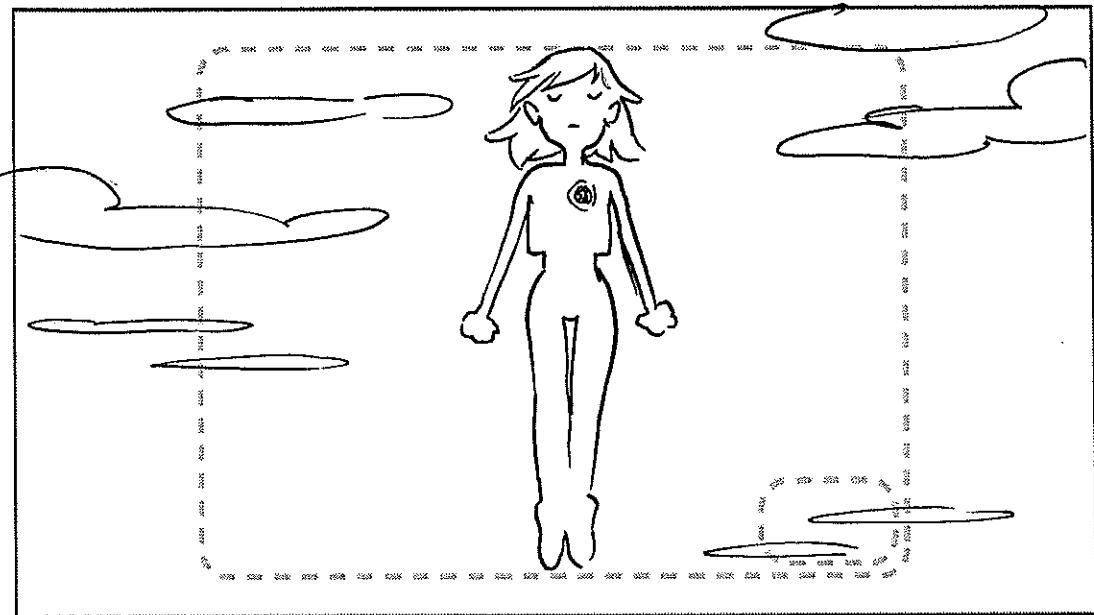
167

Pnl.

B

Bg.

day night



Dialog:

- Marceline reverts to normal form.

Action:

Timing:

449

450

Production :

EPISODE #

1034-219

ADVENTURE TIME



Page 226

Sc.

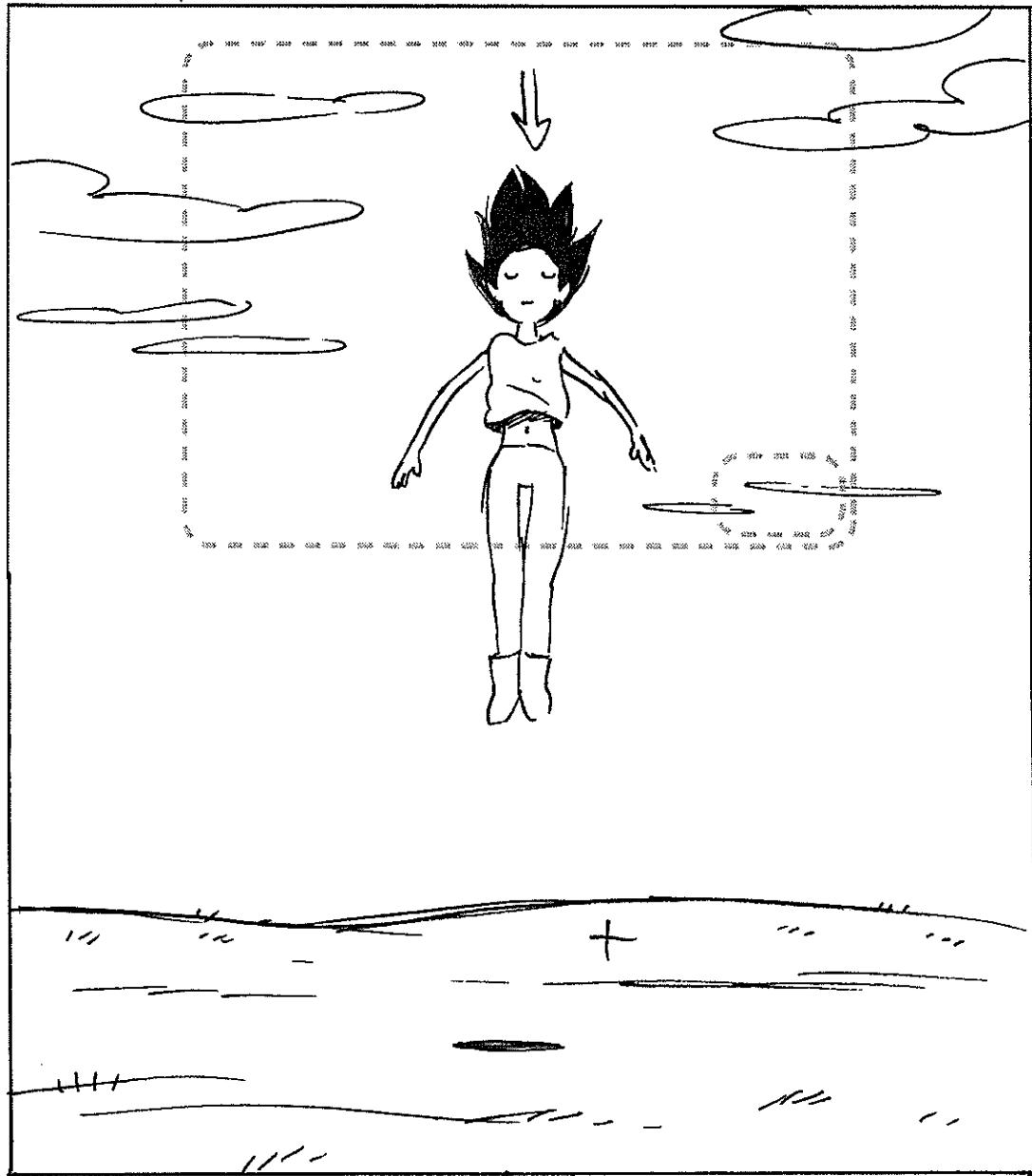
167

Pnl.

C

Bg.

day night



451

Dialog:

Action:

- Marceline falls.

Timing:

452

1034-219

EPISODE #

Production :

ADVENTURE TIME



day night

Sc.

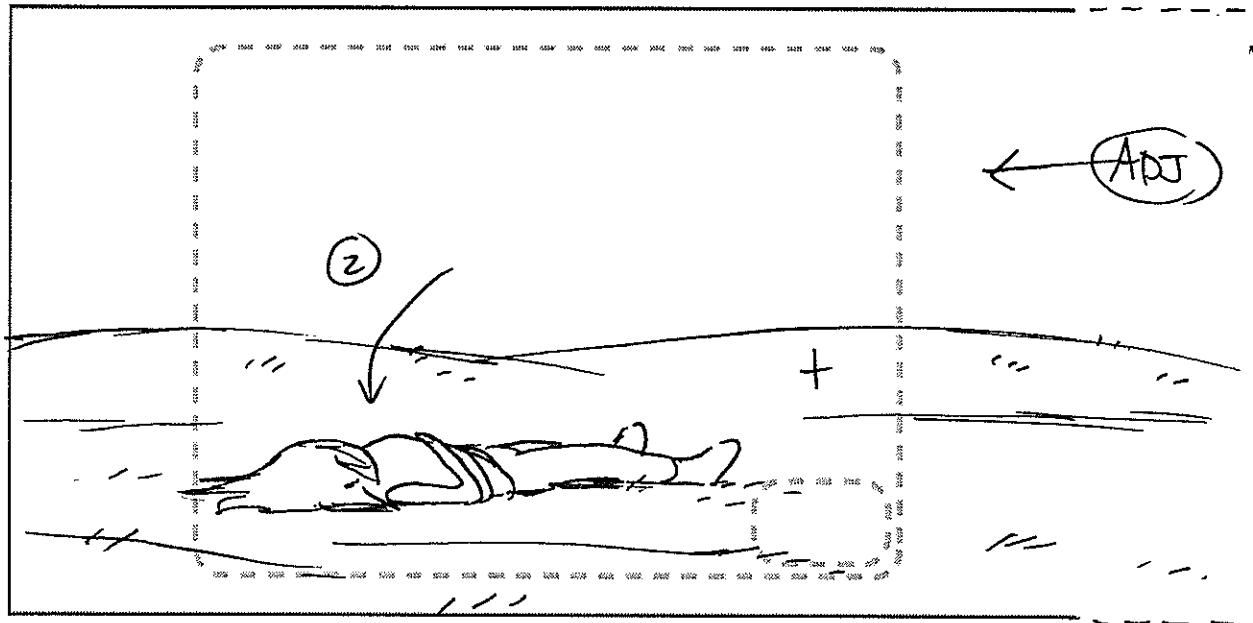
167

Pnl.

D

Bg.

Page 227



Dialog:

Action:

- Marceline lands hard & collapses.

Timing:

453

454

EPIISODE #

Production :

ADVENTURE TIME



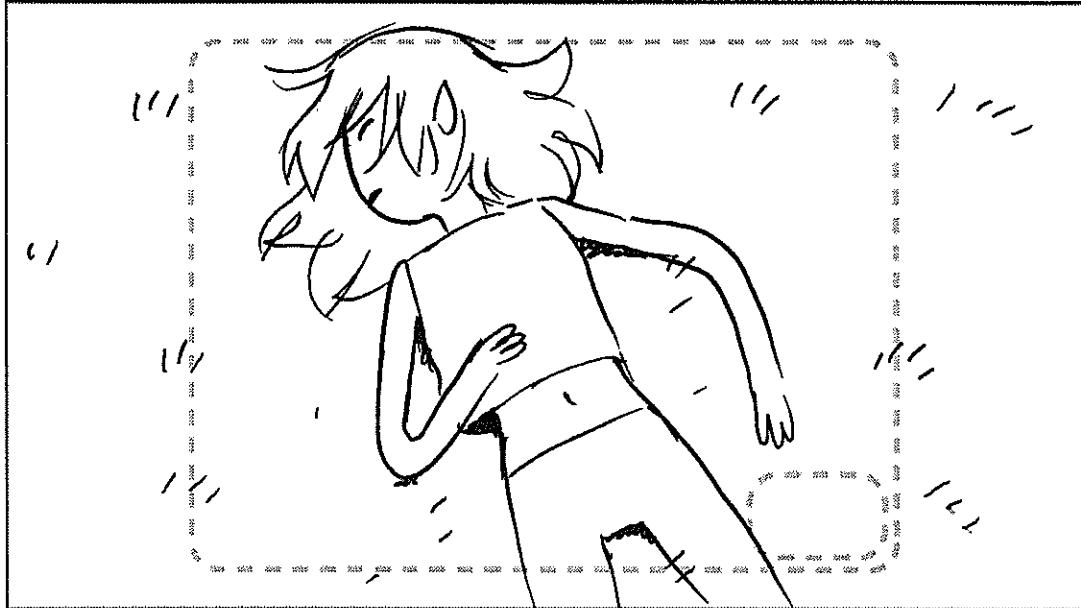
Page 228

Sc. 168

Pnl. A

Bg.

day night

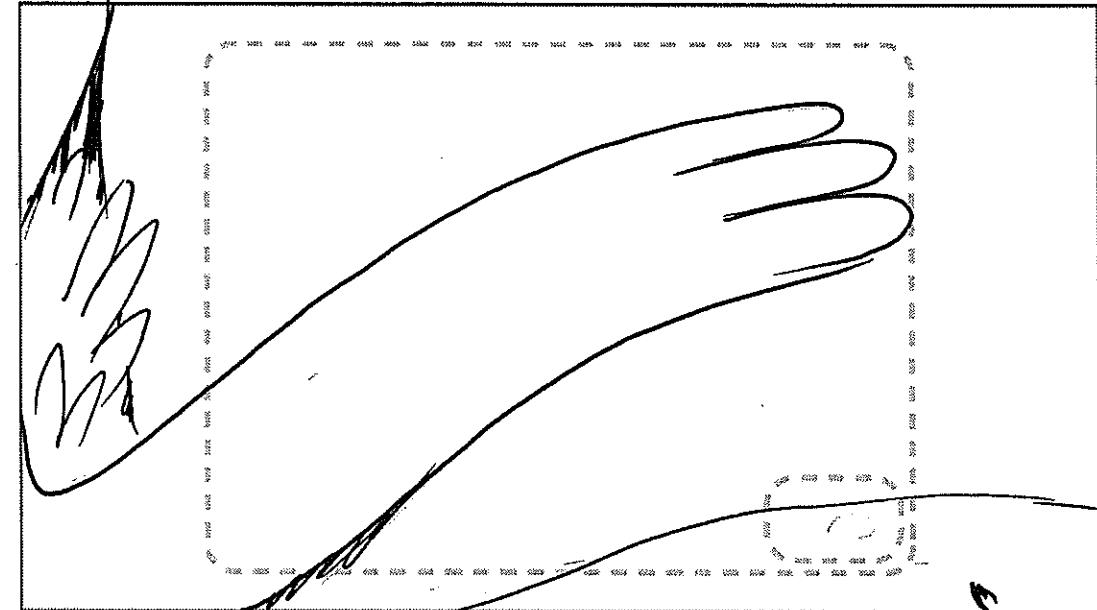


Sc. 169

Pnl. A

Bg.

day night



Dialog:

M: * quiet groan *

DISTANT CROWD APPROACHING

Walls (Marceline?
Oh gosh...
Marceline??)

Action:

Timing:

455

456

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 229

Sc.

169

Pnl. B

Bg.

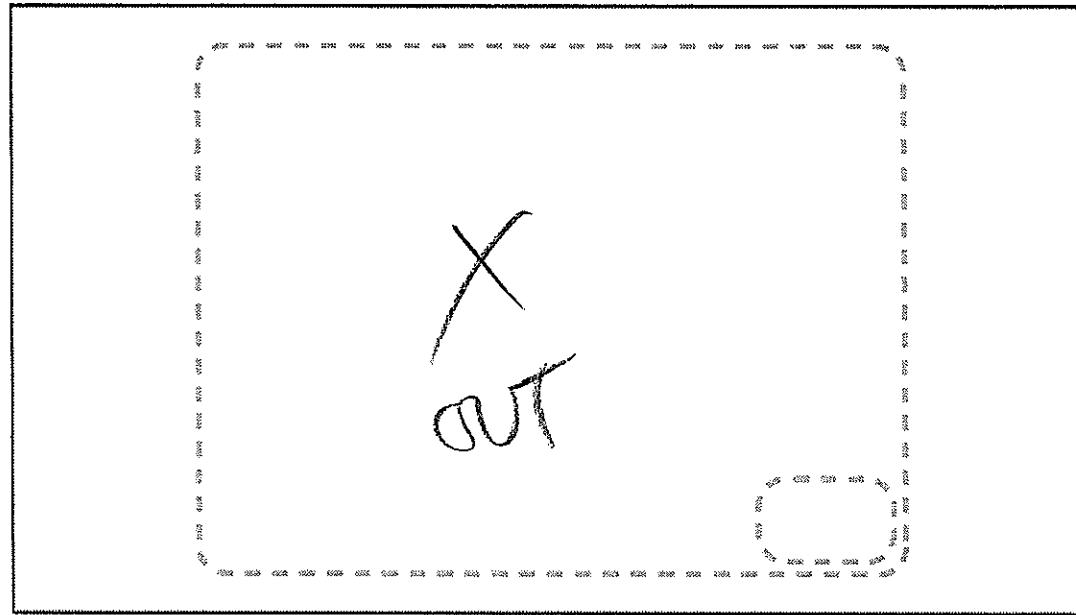
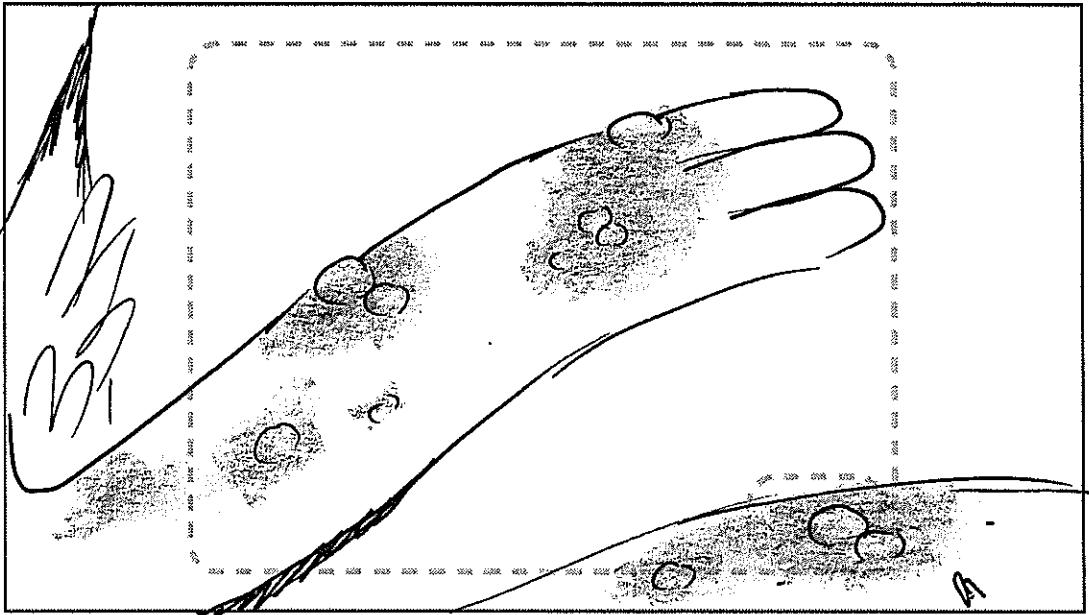
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(SFX: crackle

crowd walls: concerned, quietly worried

Action:

- Marceline's skin begins to burn in the sun.

Timing:

457

458

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 230

Sc.

169

Pnl.

C

Bg.

day night

Sc.

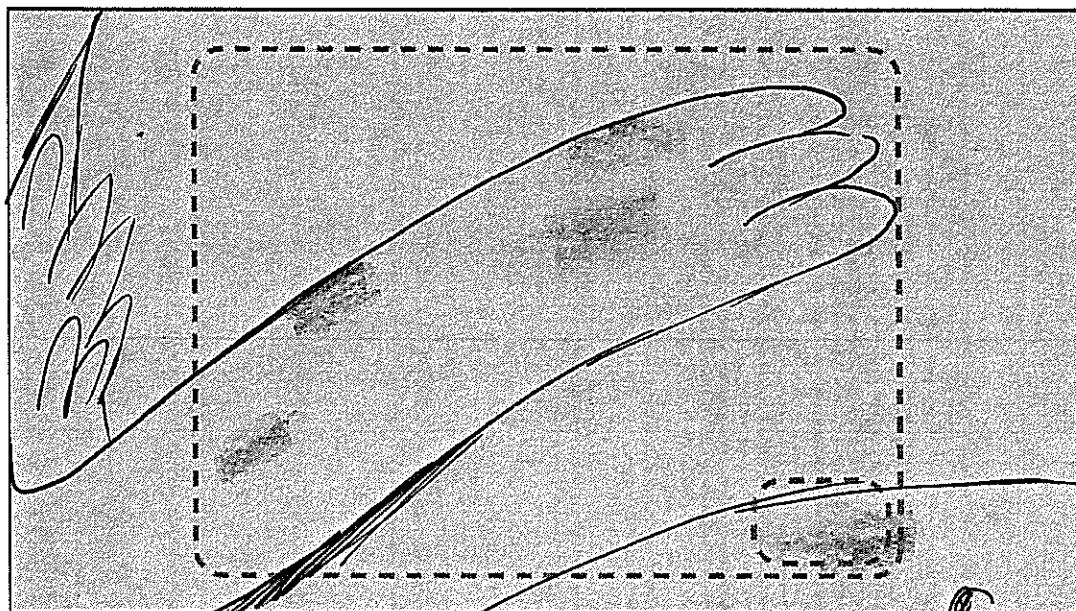
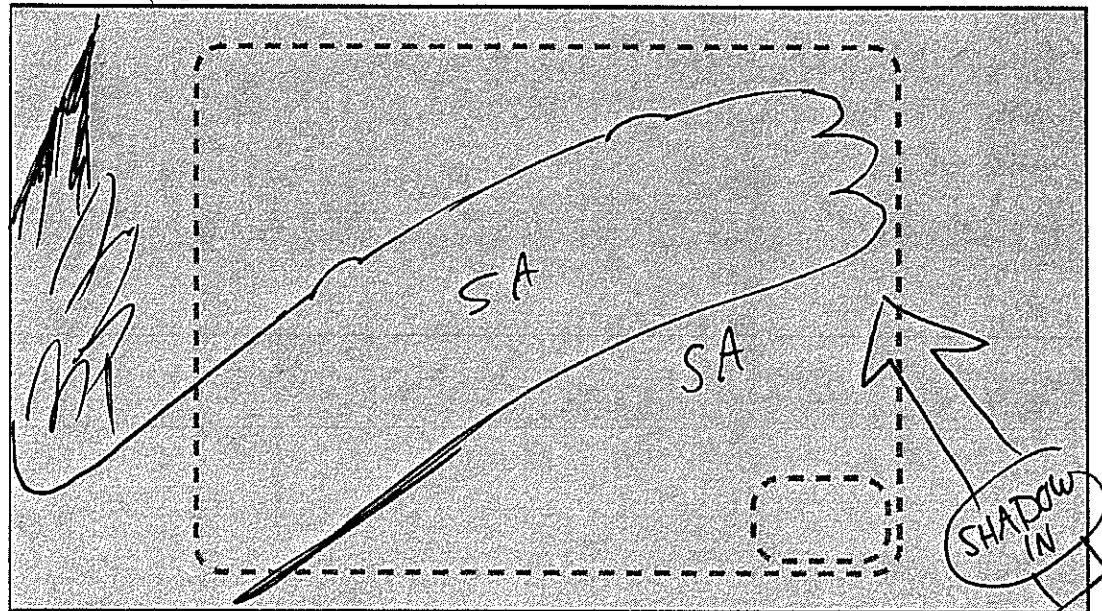
169

Pnl.

D

Bg.

day night



Dialog:

CRAWD WALLA: *DIES DOWN*

Action:

- Shadow enters frame and covers Marceline

- Burns dissipate.

Timing:

459

460

EPISODE #

1034-219

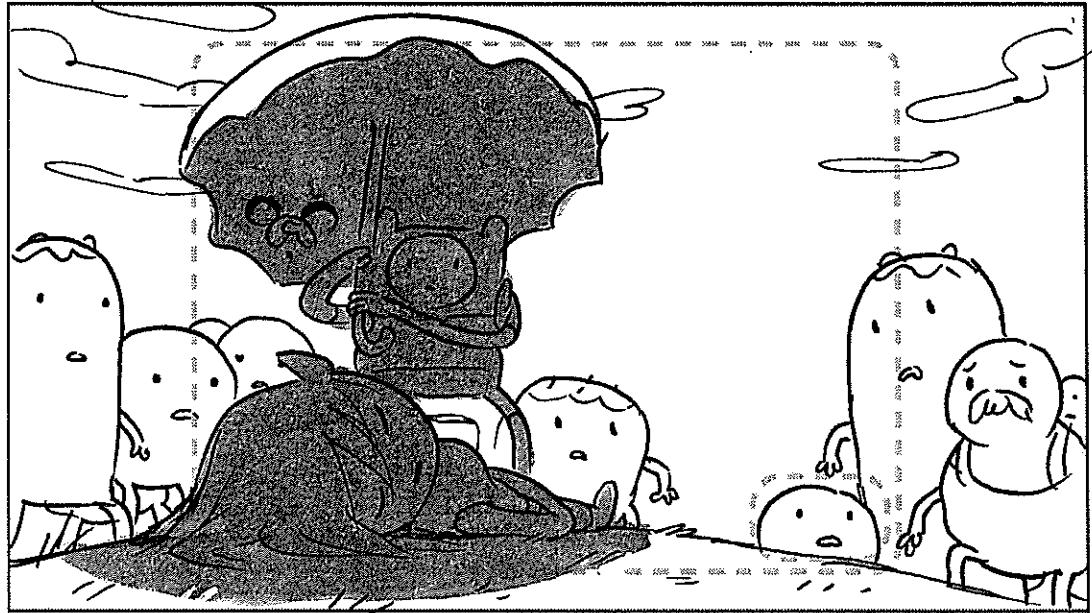
Production :

ADVENTURE TIME

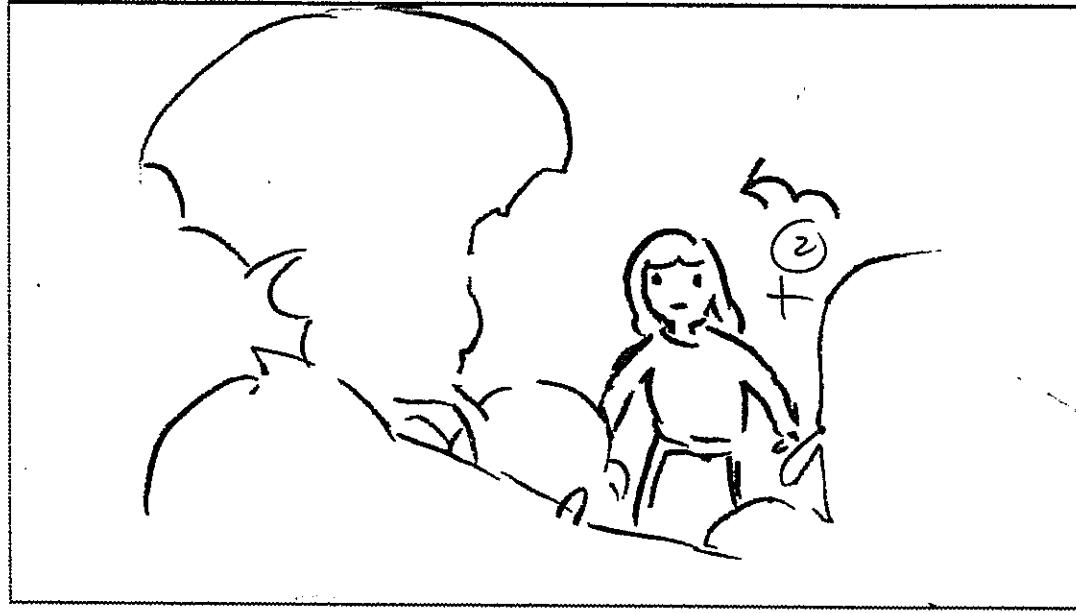


Page 231

Sc. 170 Pnl. A Bg. day night



Sc. 170 Pnl. B Bg. day night



Dialog:

- PB runs into shot.

Action:



Timing:

461

462

Production :

1034-219

EPISODE #

ADVENTURE TIME



Page 232

Sc.

171

Pnl.

A

Bg.

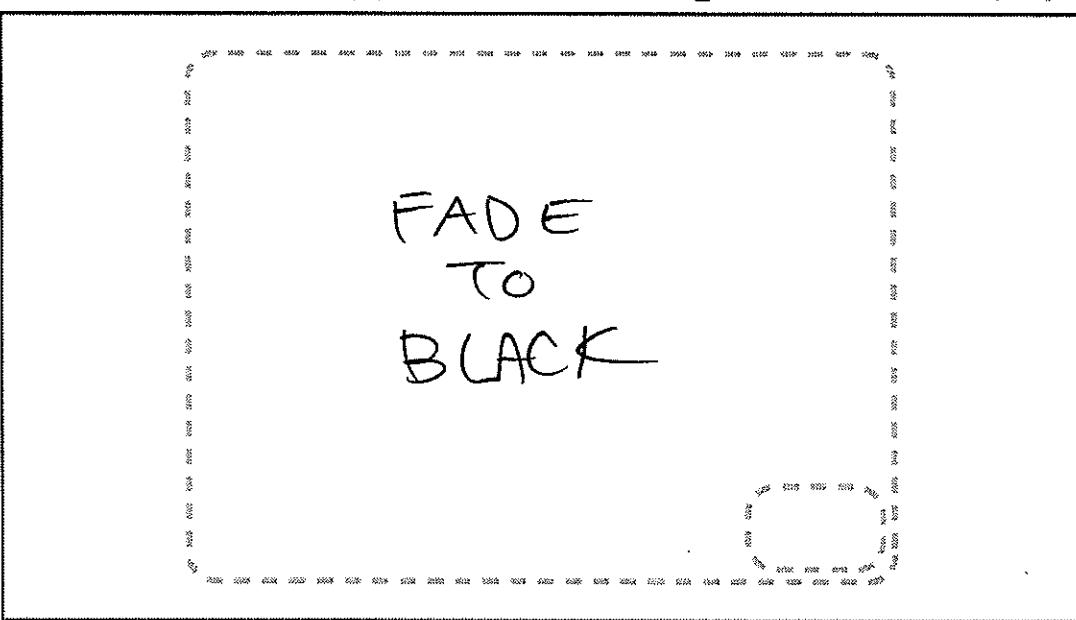
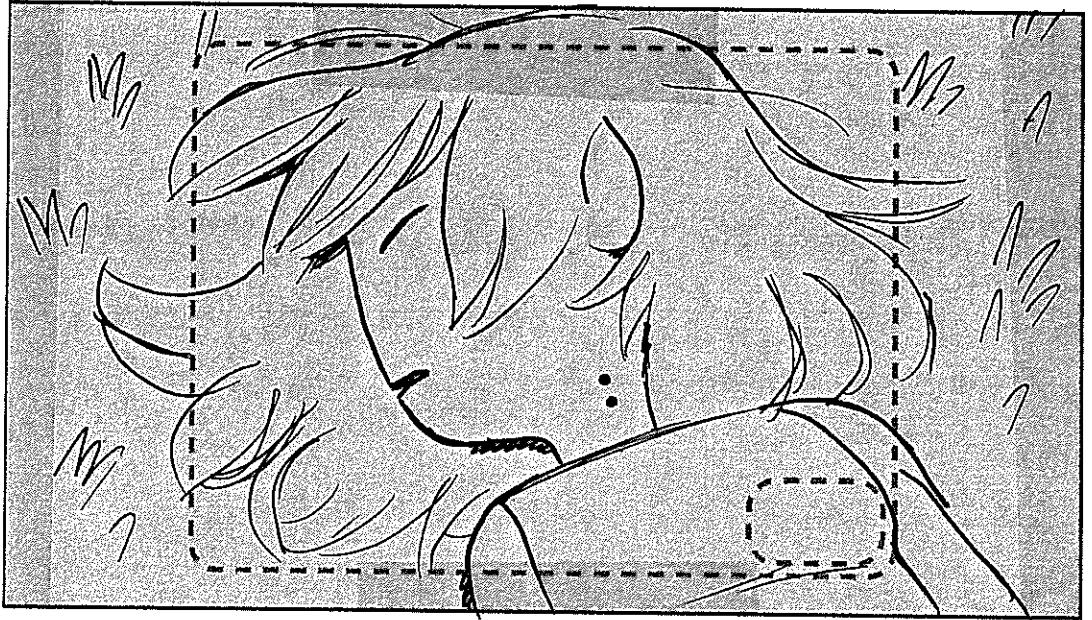
day night

Sc.

Pnl.

Bg.

day night



Dialog:

(PRINCESS
BUBB.)

Marceline?

(echoes out → Marceline marceline marceline)

Action:

Timing:

463

464

Production :

EPIISODE # 1034-219

ADVENTURE TIME



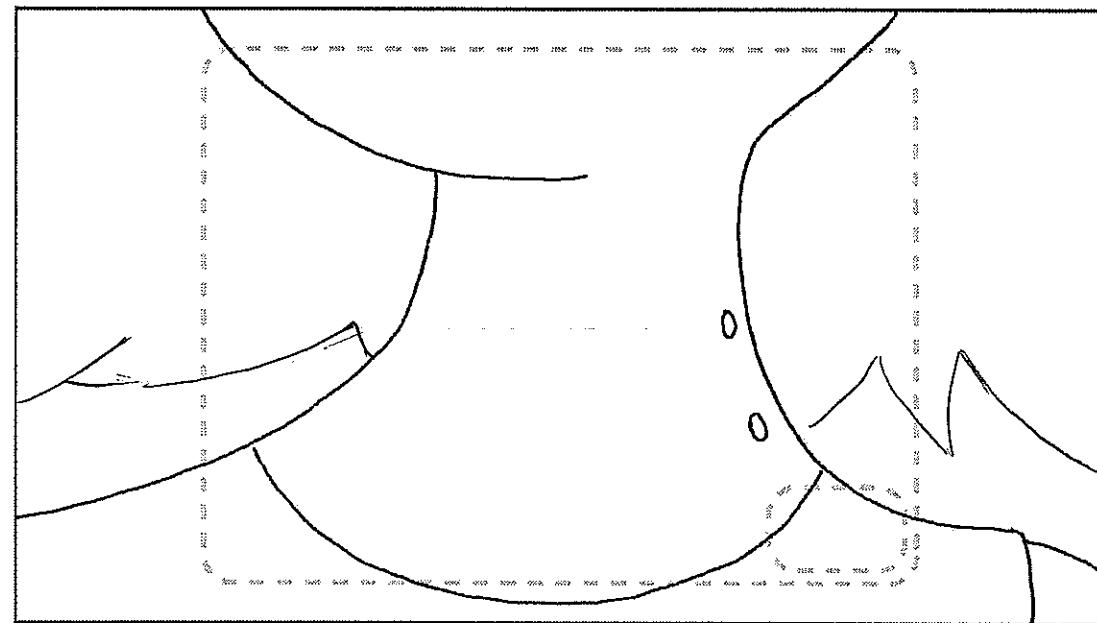
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Sc. 172

Pnl. A

Bg.

day night

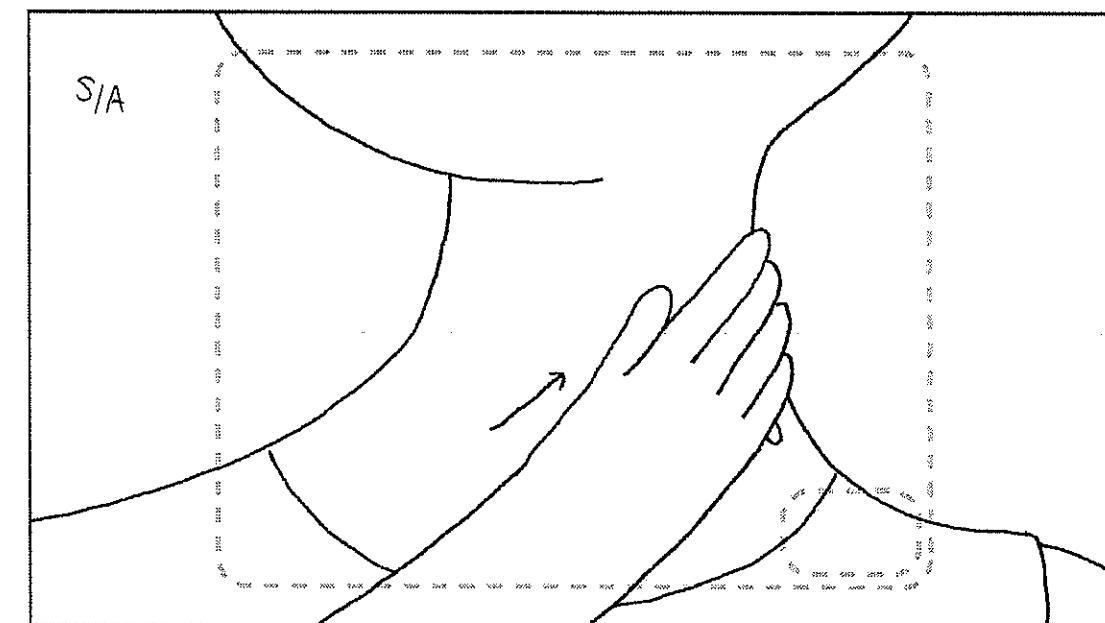


Sc. 172

Pnl. B

Bg.

day night



Dialog:

Action:

- INT. MARCELINE'S HOUSE.

- M. LIFTS HAND TO NECK.

Timing:

465

466

EPISODE # 1034-219

Production :

ADVENTURE TIME



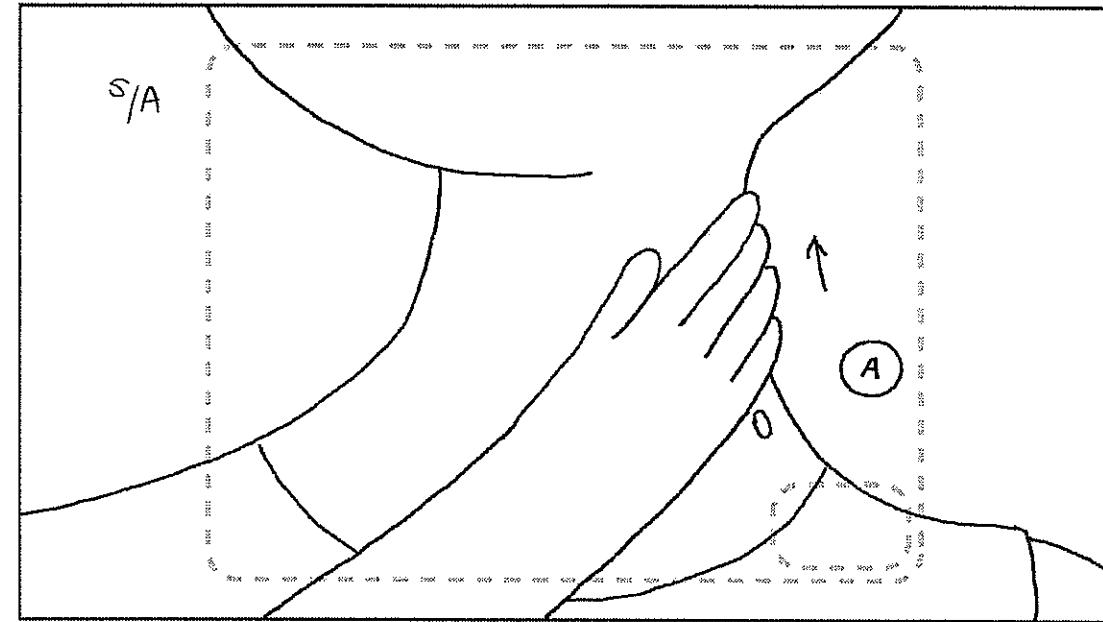
234
Page _____

Sc. 172

Pnl. <

Bg.

day night

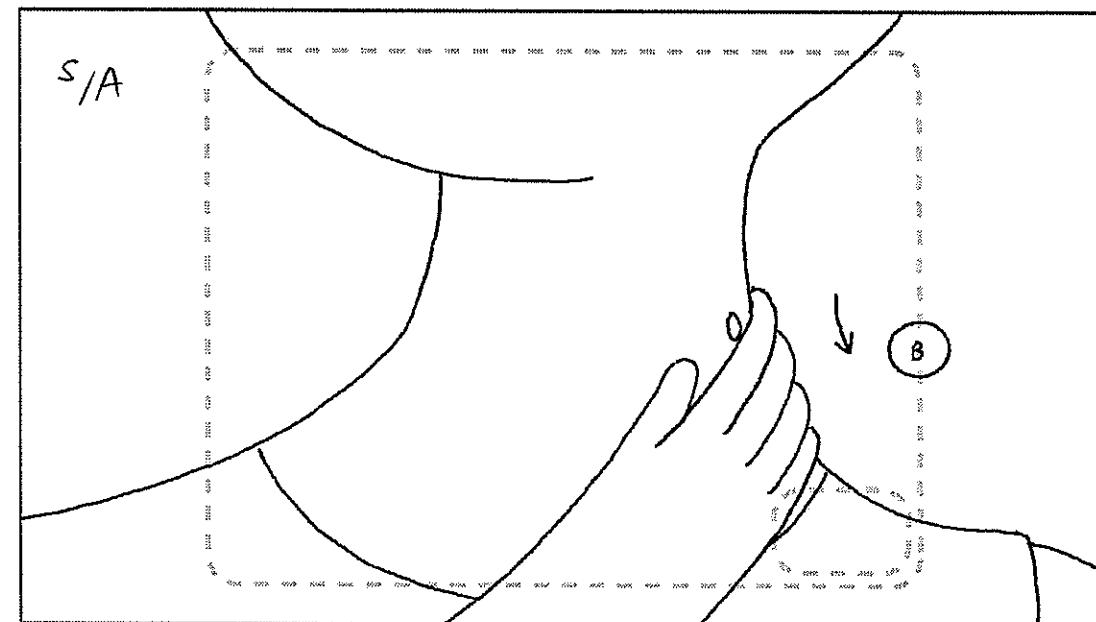


Sc. 172

Pnl. □

Bg.

day night



Dialog:

(F) (s) MARCELINE...?

Action:

M. RUBS NECK.



Timing:

467

468

EPISODE # 1034-219

Production :

ADVENTURE TIME



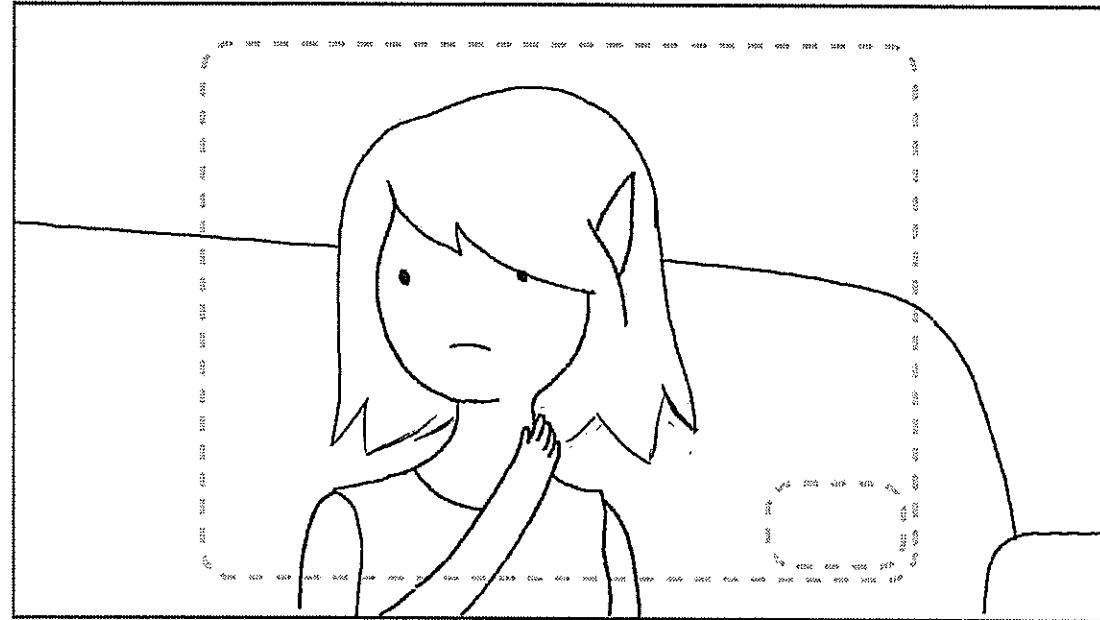
Page 235

Sc. 173

Pnl. A

Bg.

day night



Sc. 173

Pnl. B

Bg.

day night



Dialog:

(M) SORRY , WHAT ?

Action:

Timing:

469

470

Production :

EPISODE # 1034-219

ADVENTURE TIME



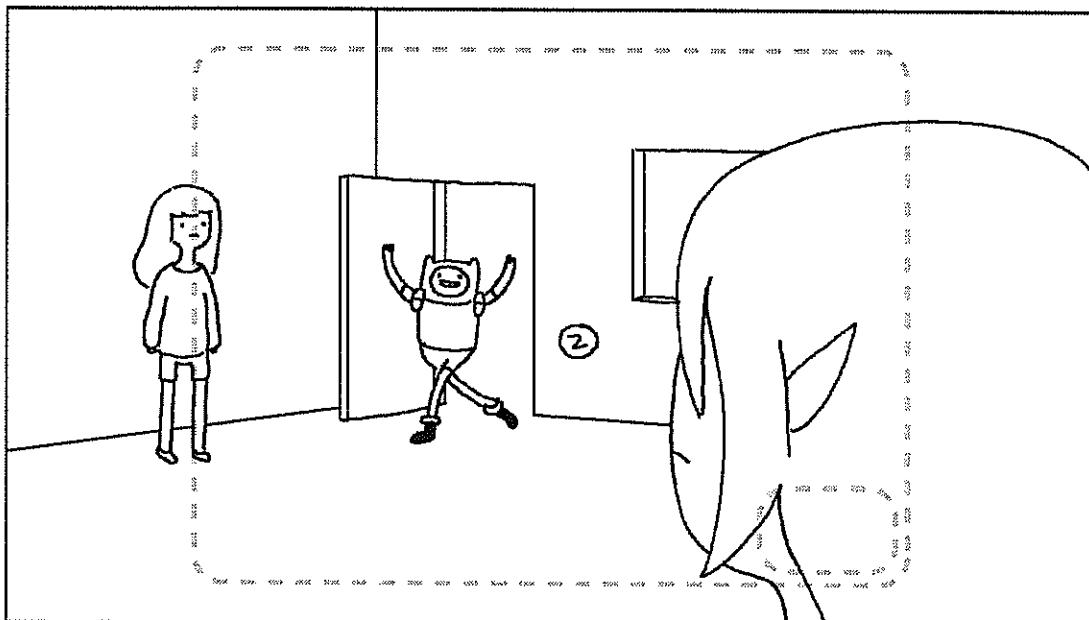
Page 236

Sc. 174

Pnl. A

Bg.

day night

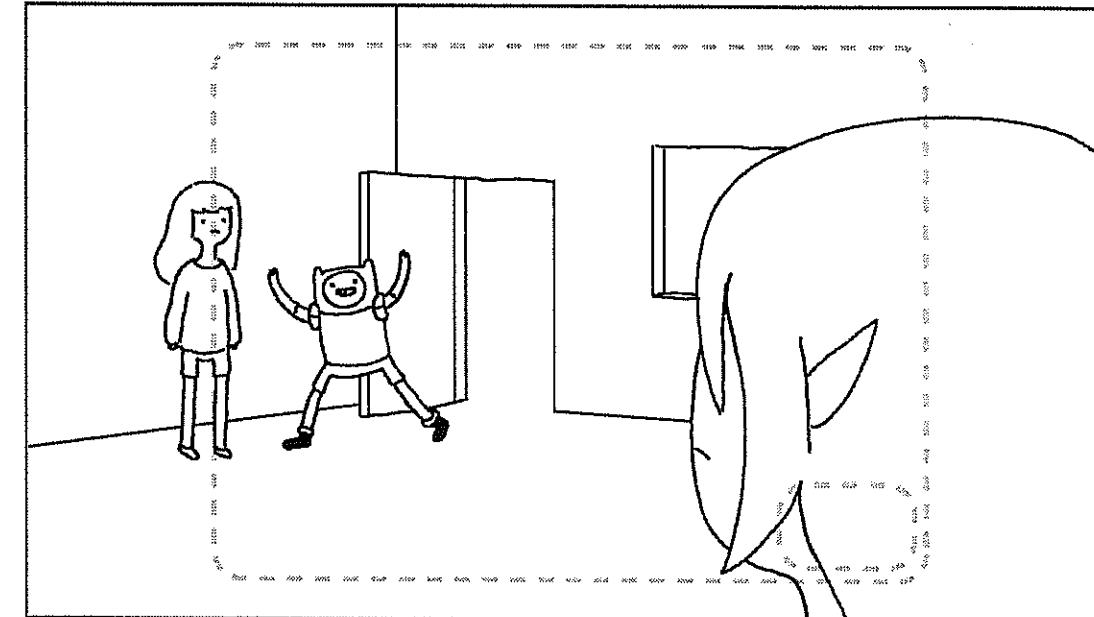


Sc. 174

Pnl. B

Bg.

day night



Dialog:

(F) I WAS JUST SAYIN' WE STOCKED YOUR FRIDGE WITH
LIPSTICK AND STUFF, SO YOU'LL HAVE PLENTY TO EAT.

Action:



Timing:

471

472

Production :

1034-219

EPISODE #

ADVENTURE TIME



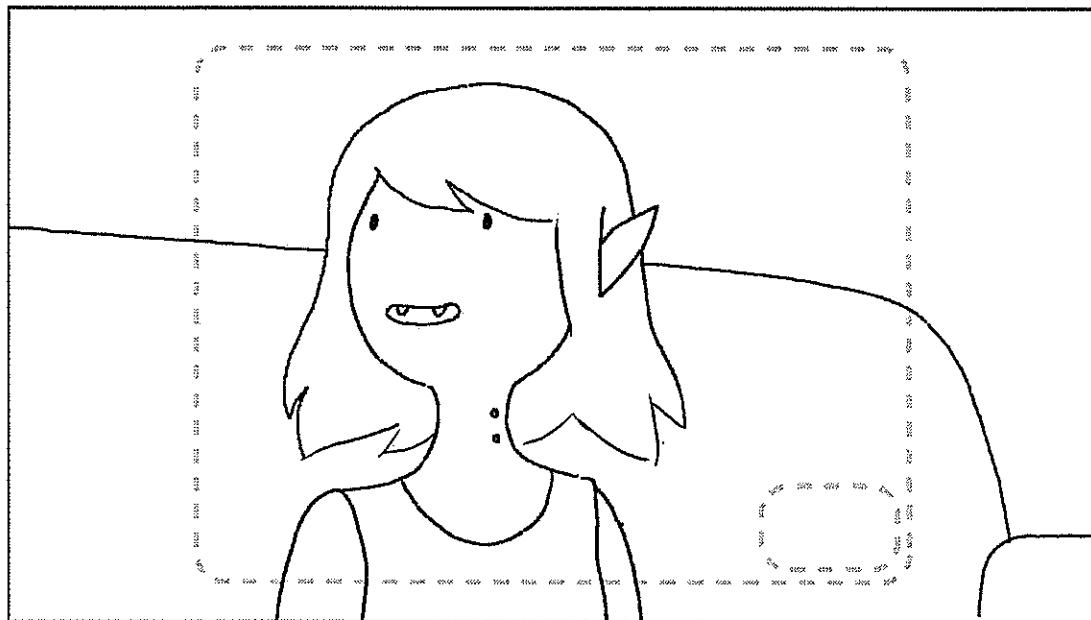
Page 237

Sc. 175

Pnl. A

Bg.

day night

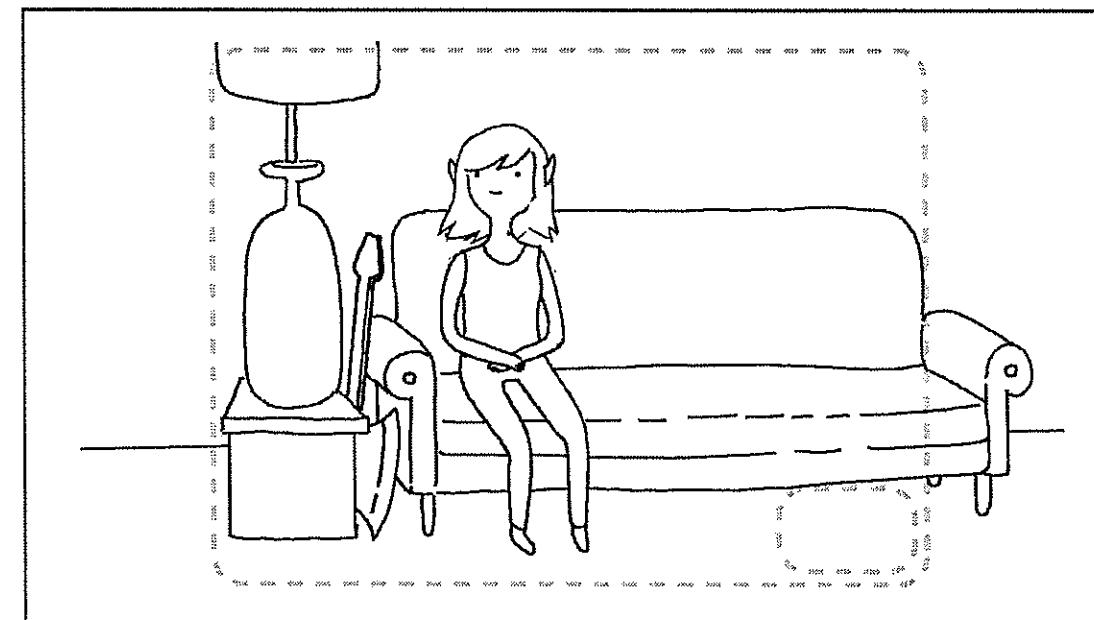


Sc. 176

Pnl. A

Bg.

day night



Dialog:

(M) AW THANKS, DUDE.

Action:

Timing:

473

474

Production :

1034-219

EPISODE #

ADVENTURE TIME



Page 238

Sc. 176

Pnl. B

Bg.

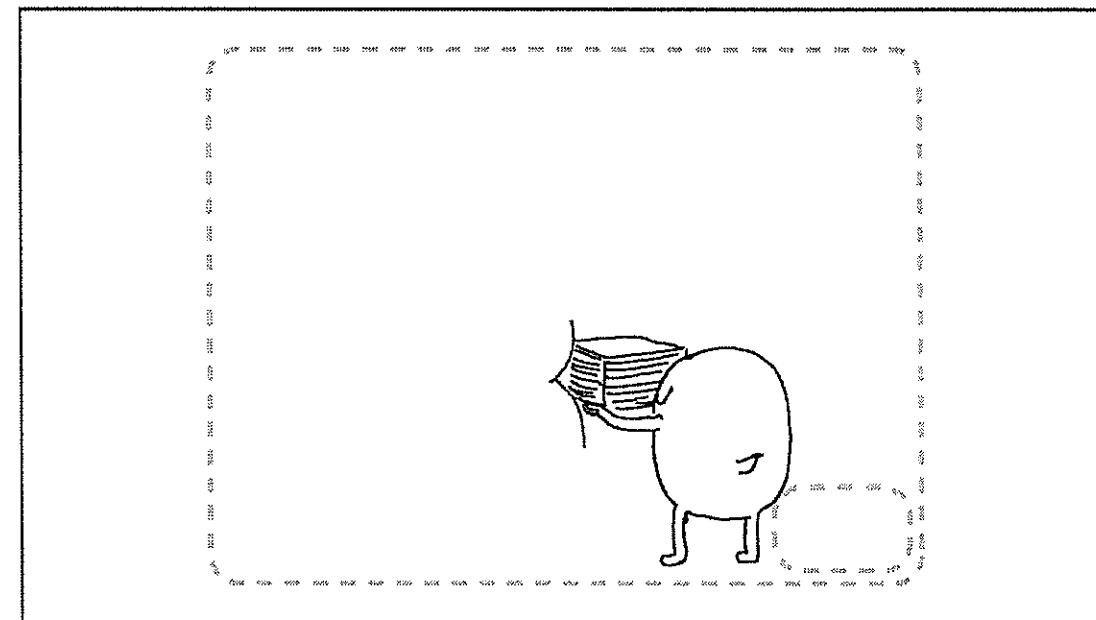
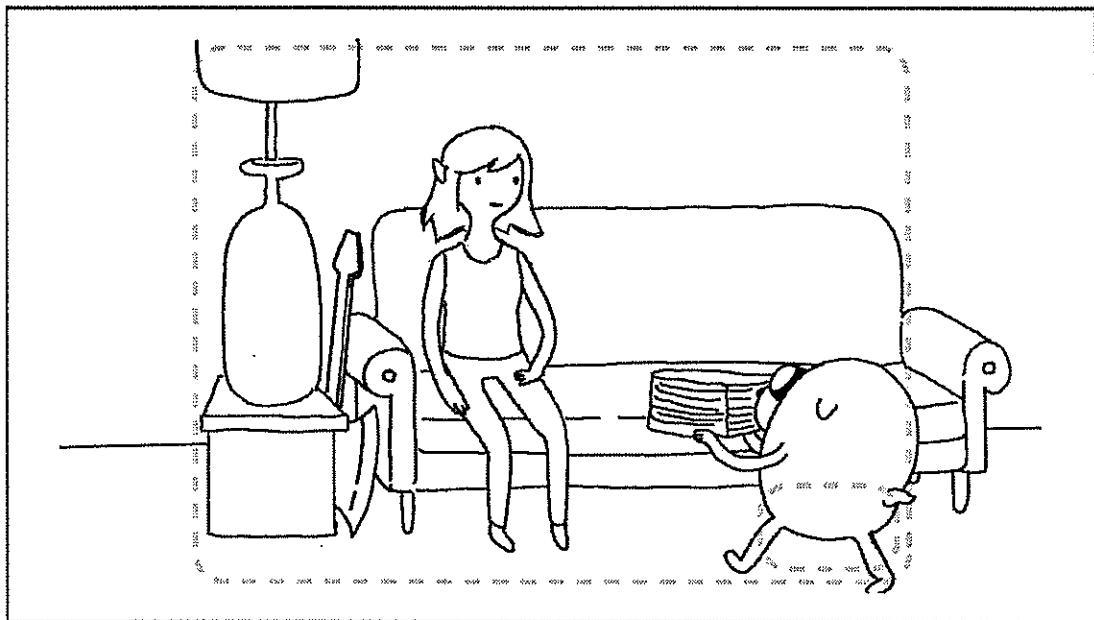
day night

Sc. 176

Pnl. C

Bg.

day night



Dialog:

① ALSO WE GOT YOU CROSSWORDS,
SOO-DOO-KOOS, AND
CONNECT-THE-DOTS.

Action:

-J. WALKS ON/S
CARRYING GAME BOOKS.

PUT THE EMPHASIS ON "NECT"

Timing:

475

476

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 239

Sc. 176

Pnl. D

Bg.

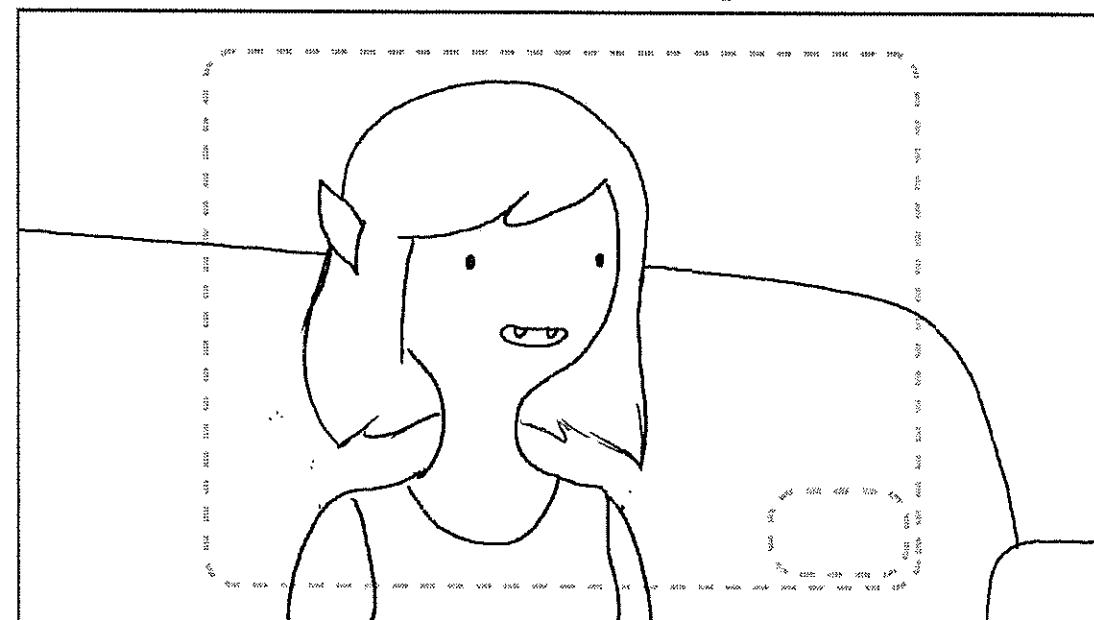
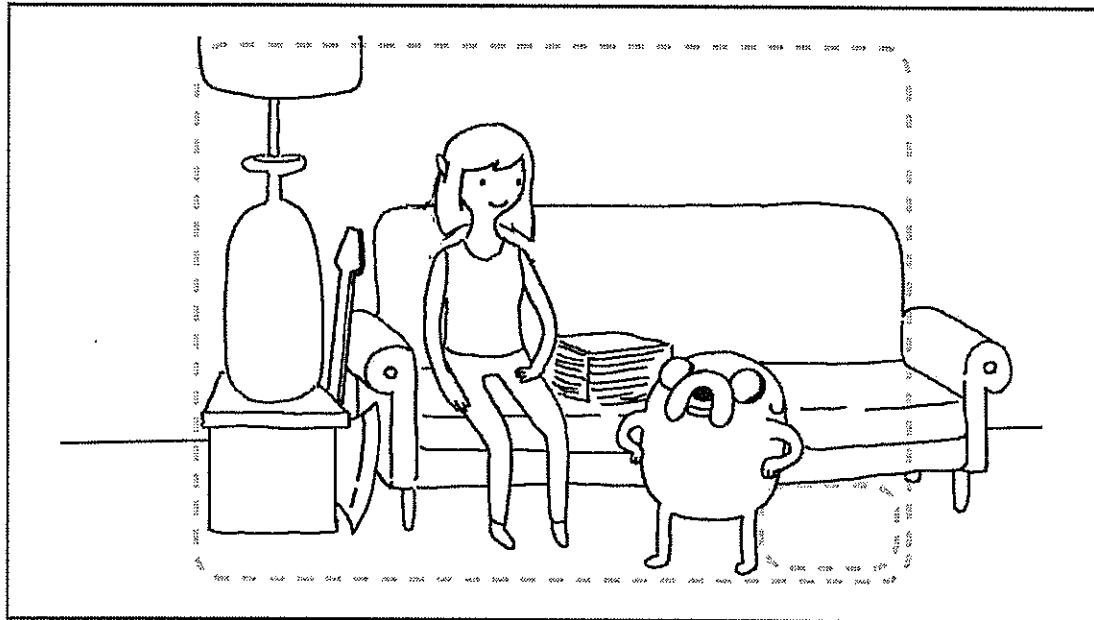
day night

Sc. 177

Pnl. A

Bg.

day night



Dialog:

J. JUST TAKE' EASY, BUDDY.

A. M. SURE.

B. P. (o.s) OH, HEY,

Action:

Timing:

477

478

EPISODE # 1034-219

Production :

ADVENTURE TIME



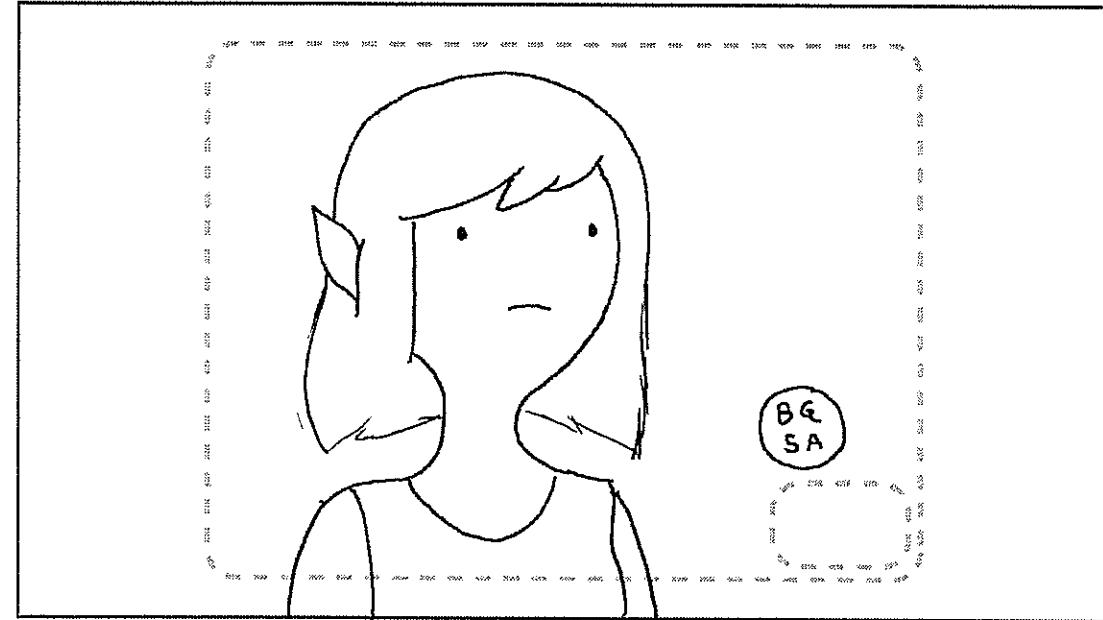
Page 246

Sc. 177

Pnl. B

Bg.

day night

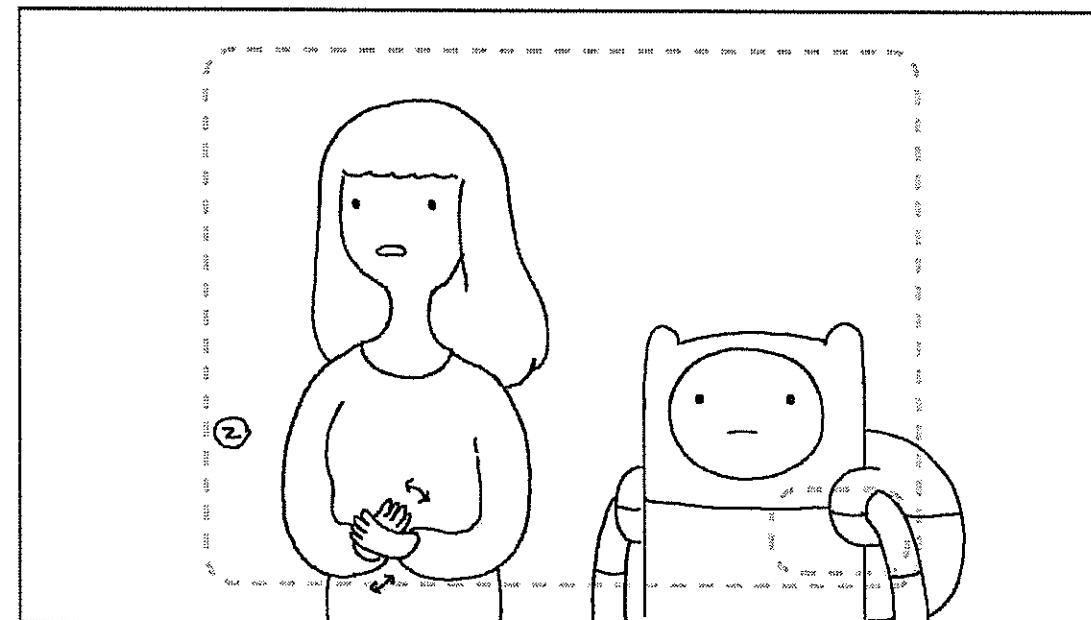


Sc. 178

Pnl. A

Bg.

day night

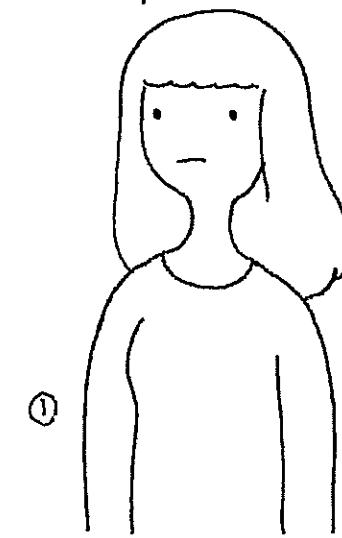


Dialog:

(PB) (9/5) I WAS THINKIN...

P(B) SO ONCE I USURP CRUNCHY I'LL
HAVE MY CASTLE BACK AGAIN.

Action:



Timing:

479

480

Production :

EPISODE # 1034-219

ADVENTURE TIME



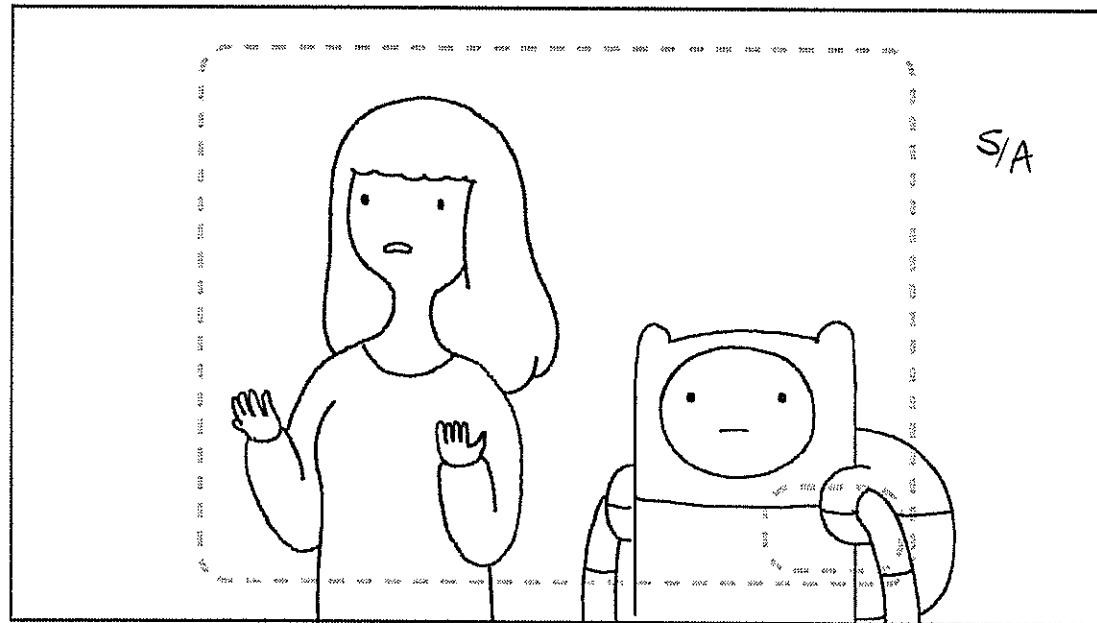
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Sc. 178

Pnl. B

Bg.

day night

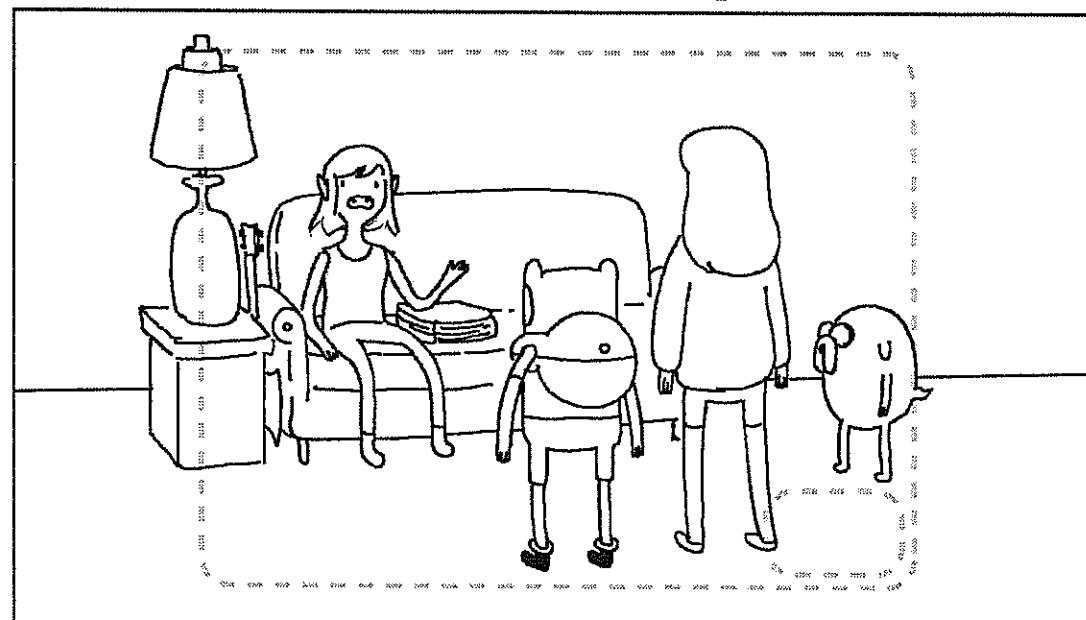


Sc. 179

Pnl. A

Bg.

day night



Dialog:

(B) THERE'S ROOM THERE IF YOU DON'T
WANT TO BE ALONE ...

(M) NAH, I THINK I NEED
TO RUMINATE A LITTLE.

Action:

Timing:

481

482

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 242

Sc. 179

Pnl. B

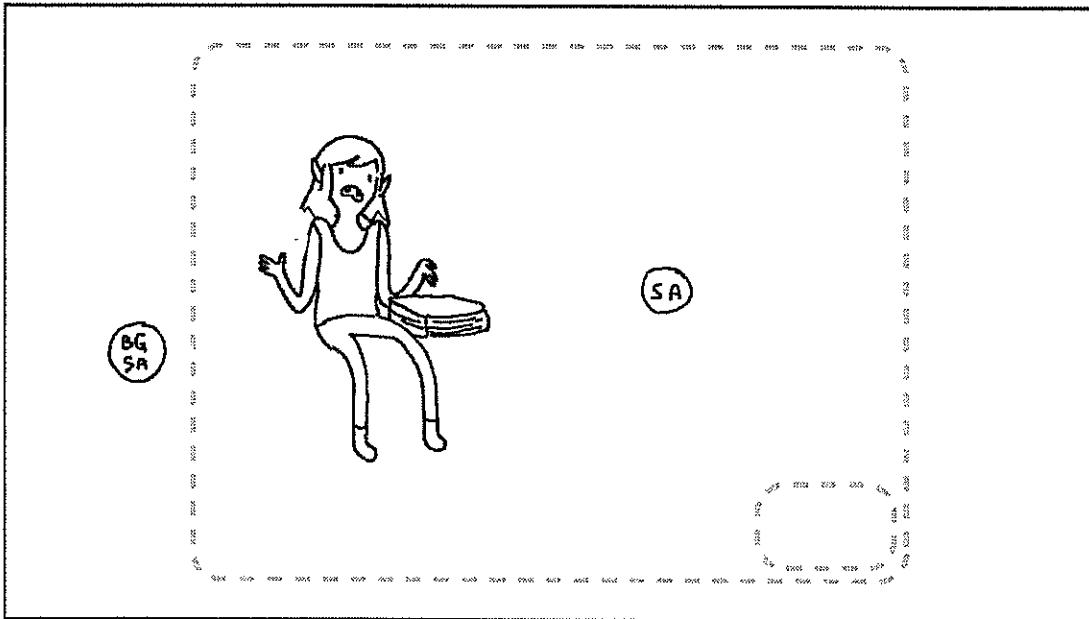
Bg.

day night

Pnl. A

Bg.

day night

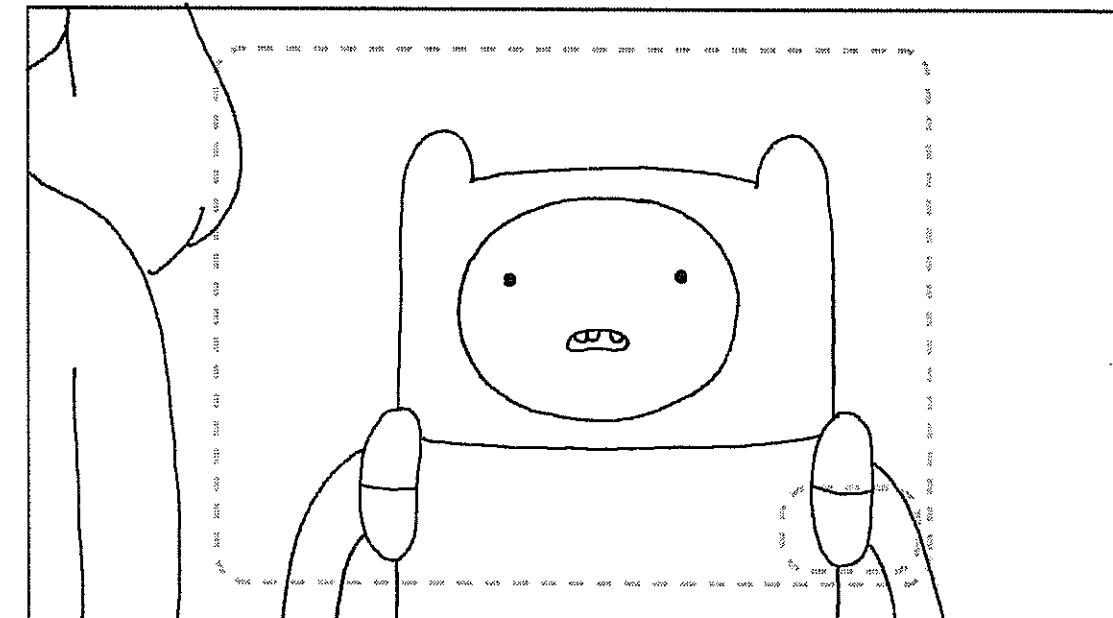


Sc. 180

Pnl. A

Bg.

day night



Dialog:

(M) THINK ABOUT BEIN'
A VAMPIRE AGAIN.

(F) ARE YOU ...

Action:

Timing:

483

484

Production :

EPISODE # 1034-219

ADVENTURE TIME



Page 243

Sc. 18°

Pnl. B

Bg.

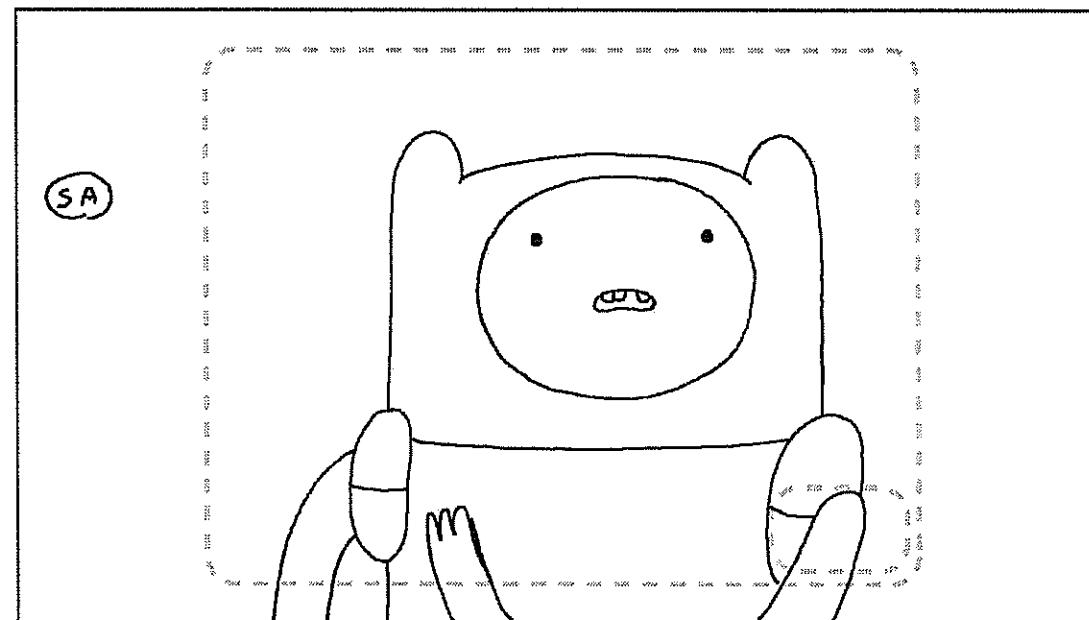
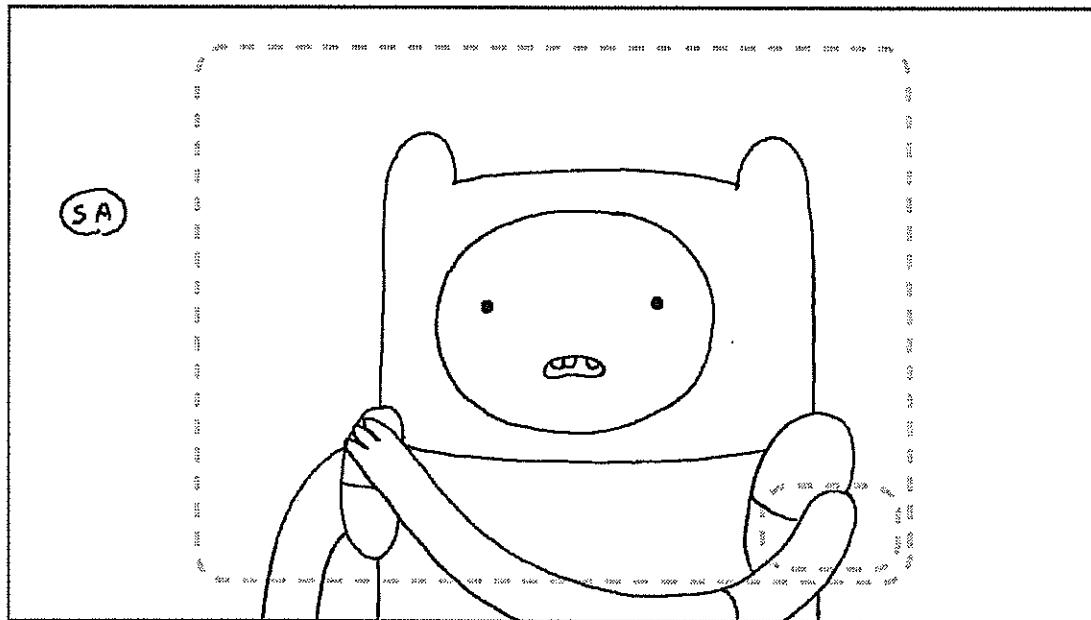
day night

Sc. 18°

Pnl. C

Bg.

day night



Dialog:

(P) UH ... DO YOU FEEL
BAD? I DON'T WANT TO

(S) "I'M SORRY ABOUT
WHO YOU ARE" OR
ANYTHING IF YOU'RE
FEELING OKAY,

Action: SAY, LIKE,

Timing:

485

486

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 244

Sc. 180

Pnl. D

Bg.

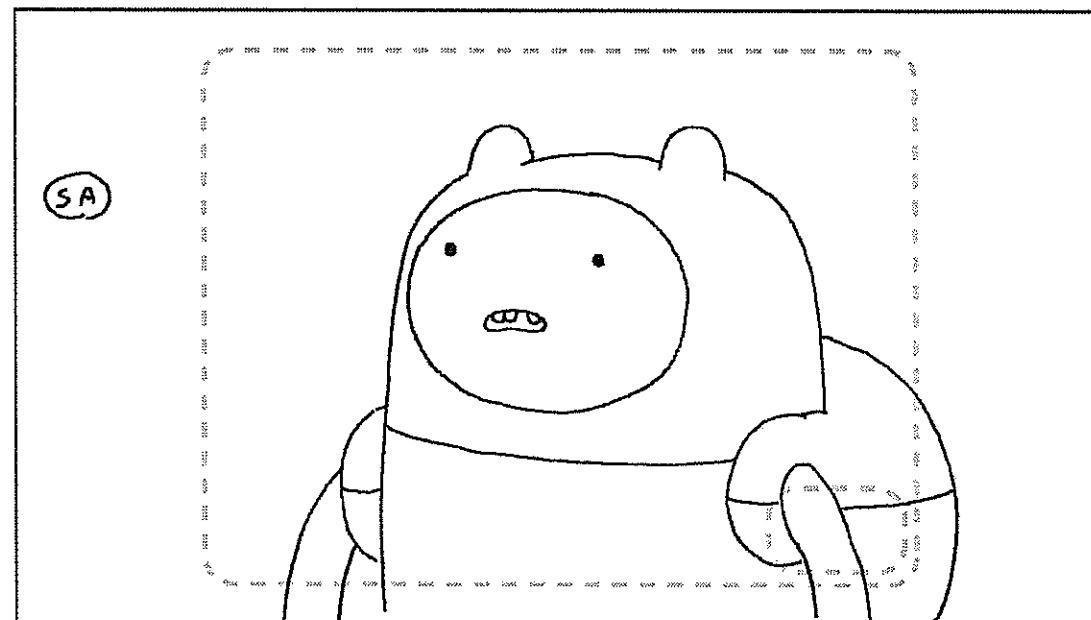
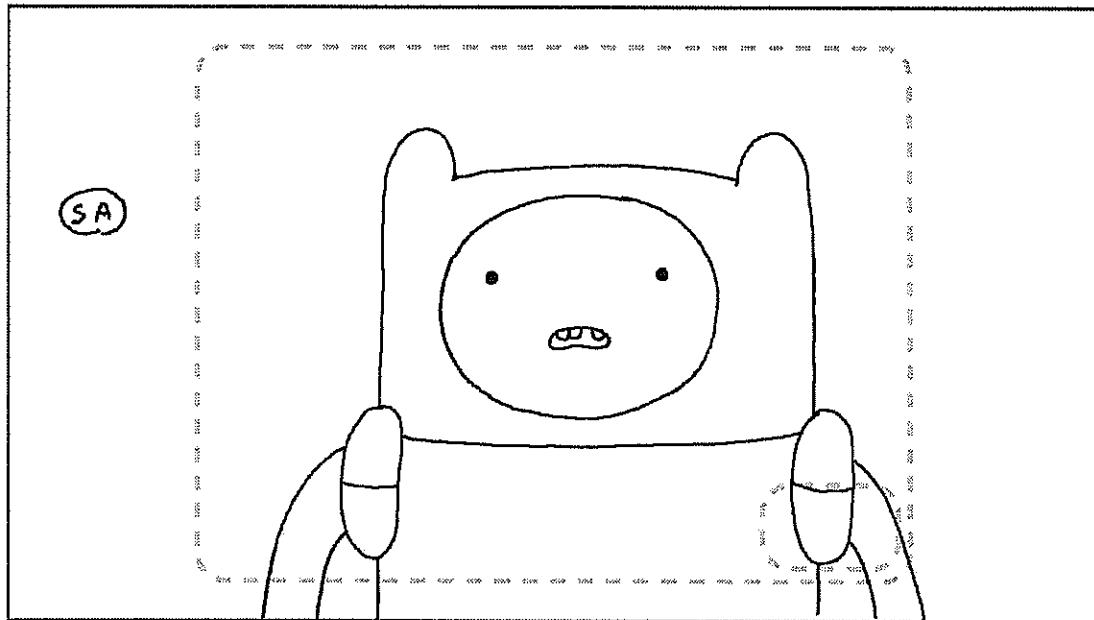
day night

Sc. 180

Pnl. E

Bg.

day night



Dialog:

(F) BUT I DON'T KNOW
HOW BAD NEWS ALL OF
THIS IS.

(P) RIGHT?

Action:

Timing:

487

488

EPISODE # 1034-219

Production :

ADVENTURE TIME



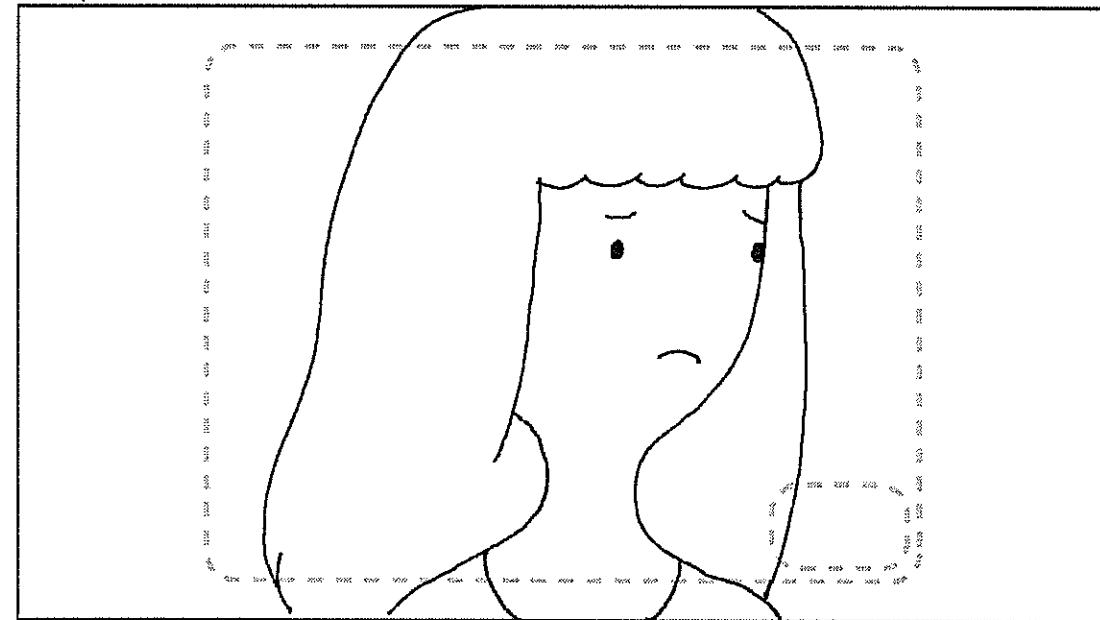
Page 245

Sc. 181

Pnl. A

Bg.

day night

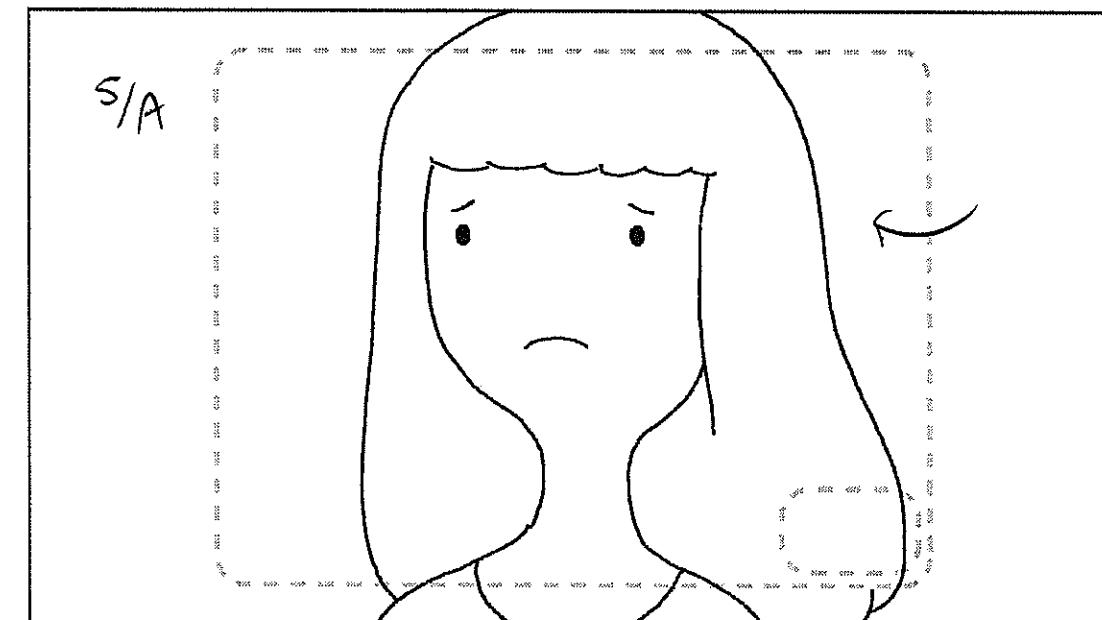


Sc. 181

Pnl. B

Bg.

day night



Dialog:

Action:

- PB TURNS.

Timing:

489

490

Production :

1034-219

EPISODE #

ADVENTURE TIME



Page 246

Sc. 182

Pnl. A

Bg.

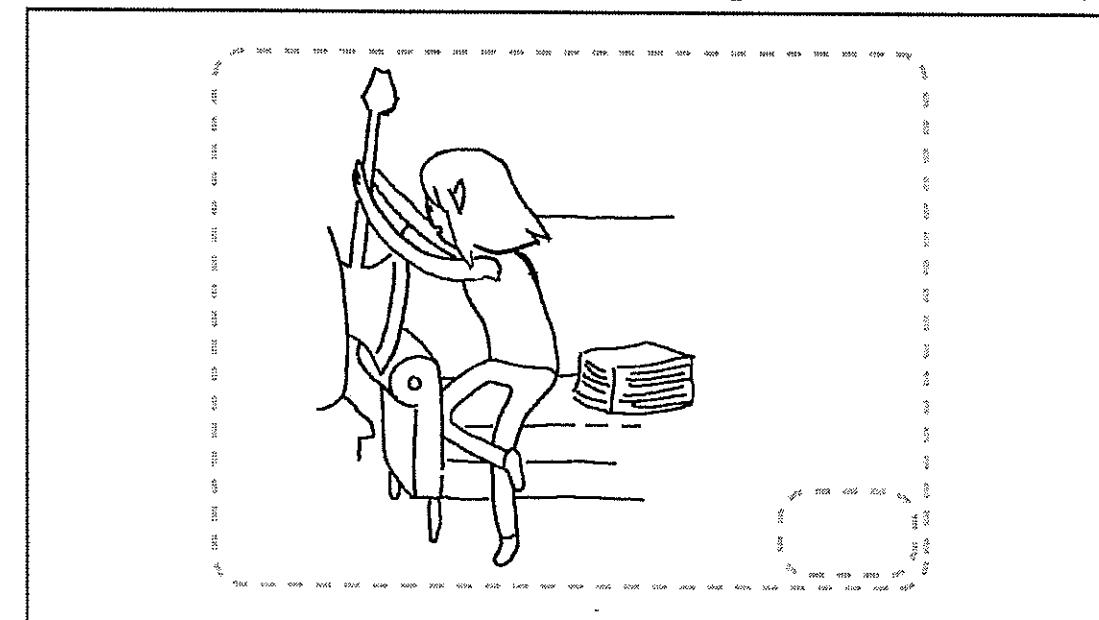
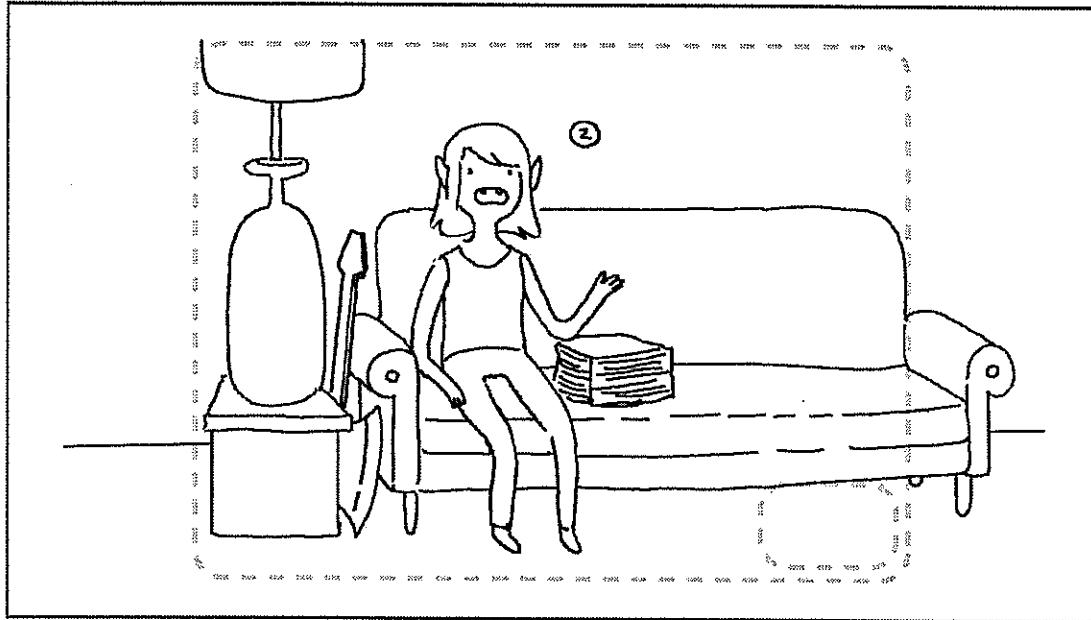
day night

Sc. 182

Pnl. B

Bg.

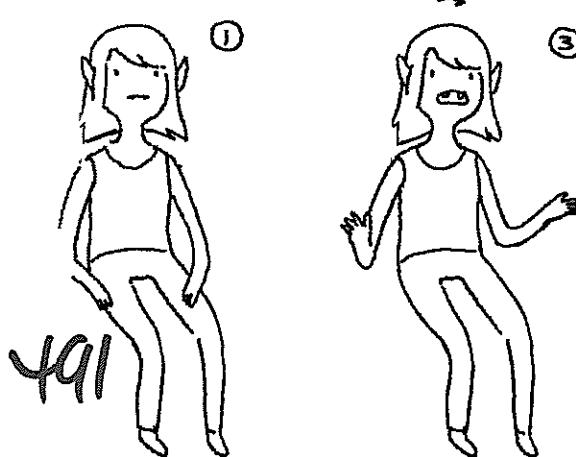
day night



Dialog:

(M) NAH, I'M COOL BEING
A VAMPIRE AGAIN.

Action:



Timing:

(M) BEING MORTAL WAS GOOD,
I THINK I GREW UP FOR
THE FIRST TIME IN LIKE
A THOUSAND YEARS!

PULLS UP BASS . 492

Production :

EPISODE # 1034-219

ADVENTURE TIME



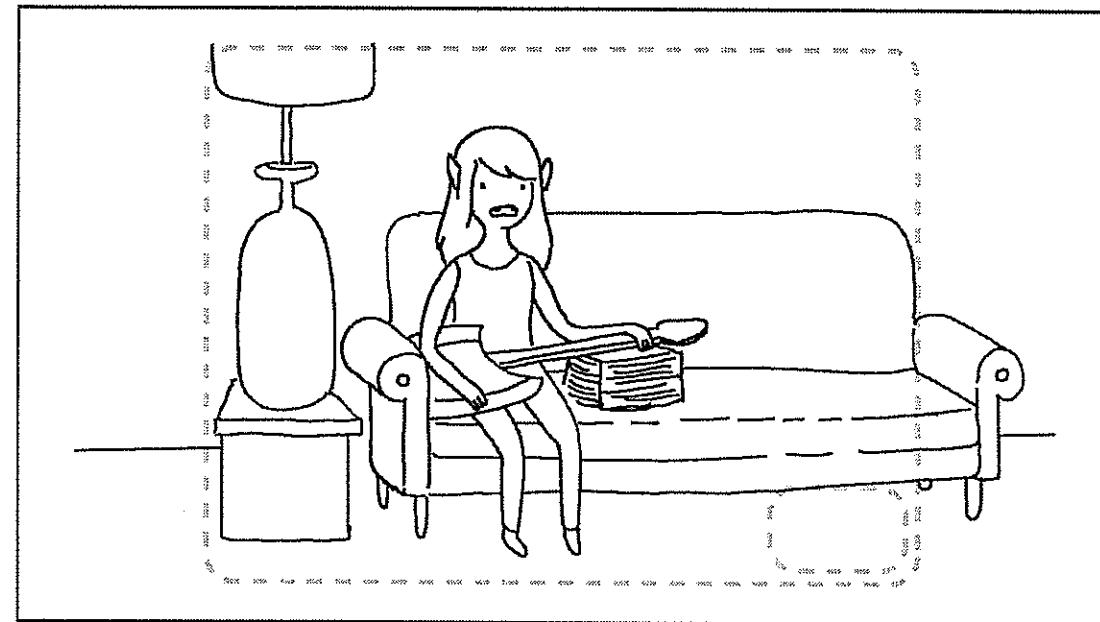
Page 247

Sc. 18²

Pnl. C

Bg.

day night

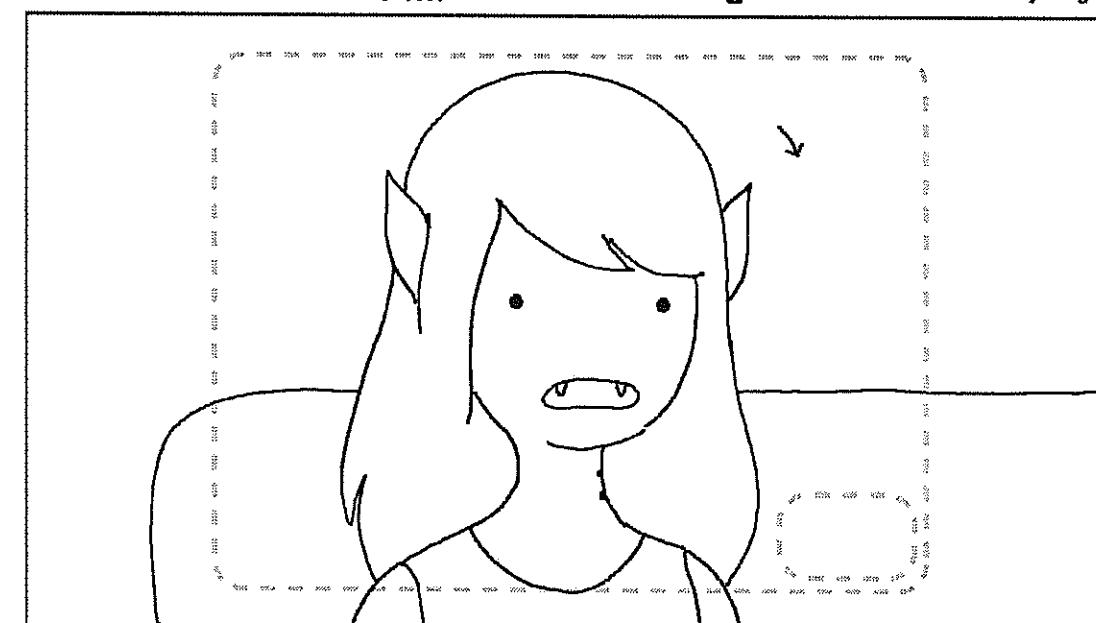


Sc. 18³

Pnl. A

Bg.

day night



Dialog:

(M) BUT ... AT THE SAME
TIME IT WAS TERRIFYING.

(M) NOW I'M A VAMPIRE WITH
MORTAL MEMORIES AND, I DUNNO,
MORE EMPATHY OR SOMETHING.

Action:

Timing:

493

494

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 248

Sc. 183

Pnl. B

Bg.

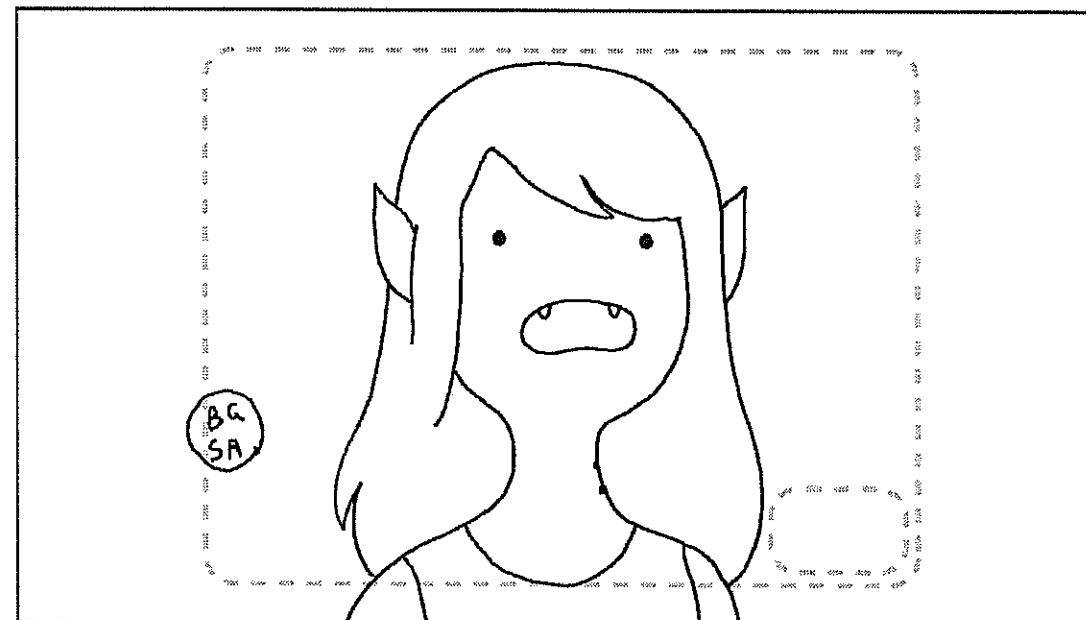
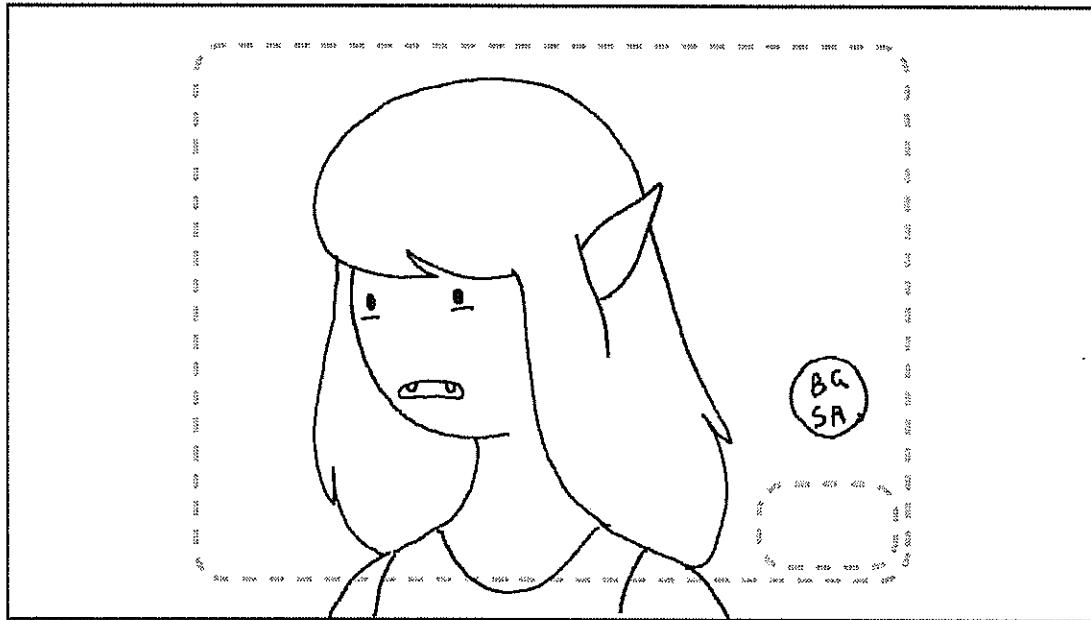
day night

Sc. 183

Pnl. C

Bg.

day night



Dialog:

(M) MORE GROWN UP...
(OP) OH HEY...

(M) BONNIE, THANK YOU
FOR HELPING ME GROW UP.

Action:

I DID MY BEST BUT YEESH
I DUNNO ABOUT THIS DRAWING.

- S.W.

Timing:

495

496

Production :

EPISODE # 1034-219

ADVENTURE TIME



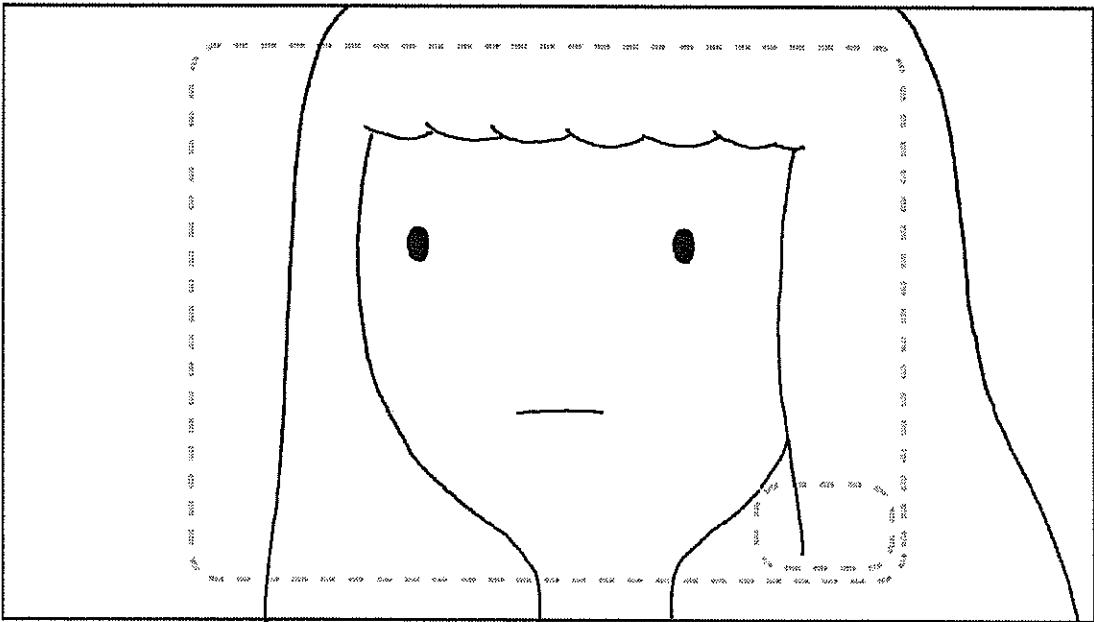
Page 249

Sc. 184

Pnl. A

Bg.

day night

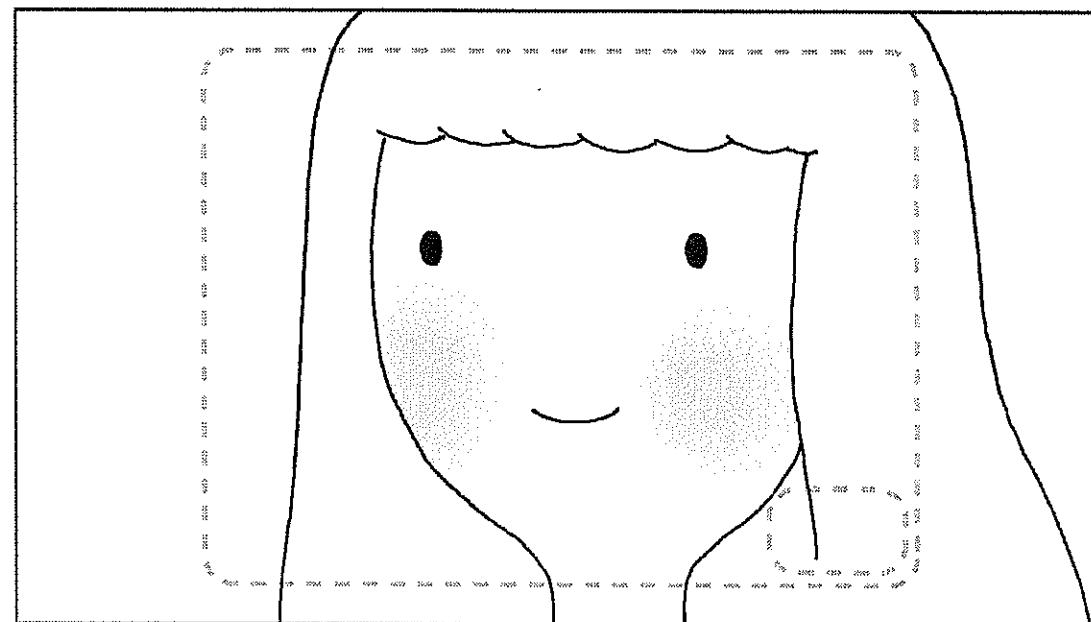


Sc. 184

Pnl. B

Bg.

day night



Dialog:

(M)(os) NOW I GUESS WE GET
TO HANG OUT TOGETHER
FOREVER.

Action:

Timing:

497

498

EPISODE # 1034-219

Production :

ADVENTURE TIME



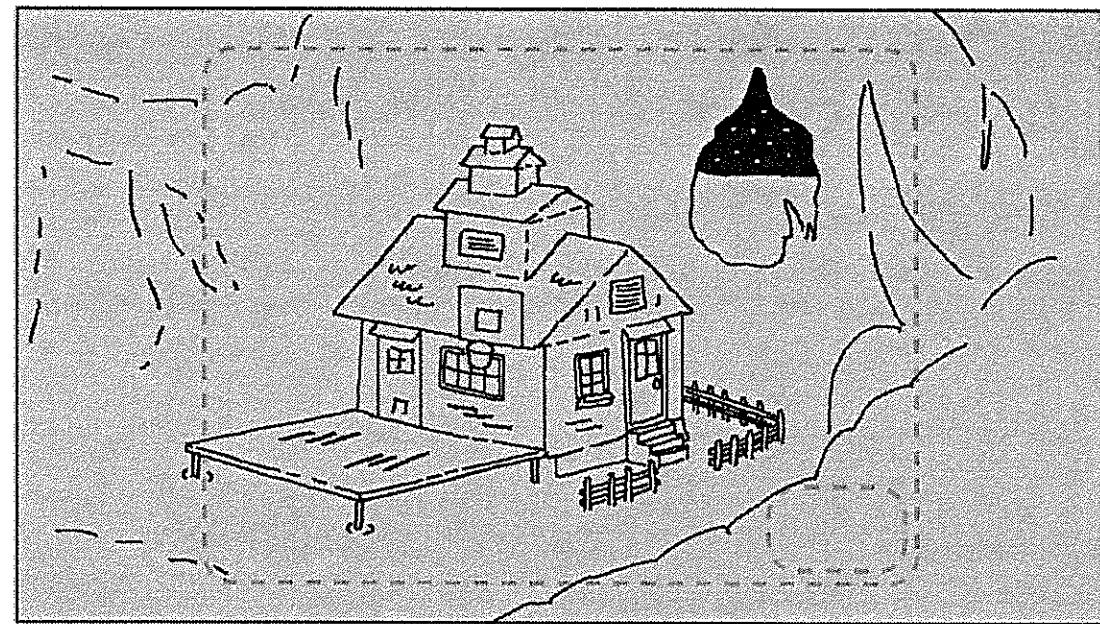
Page 250

Sc. 185

Pnl. A

Bg.

day night

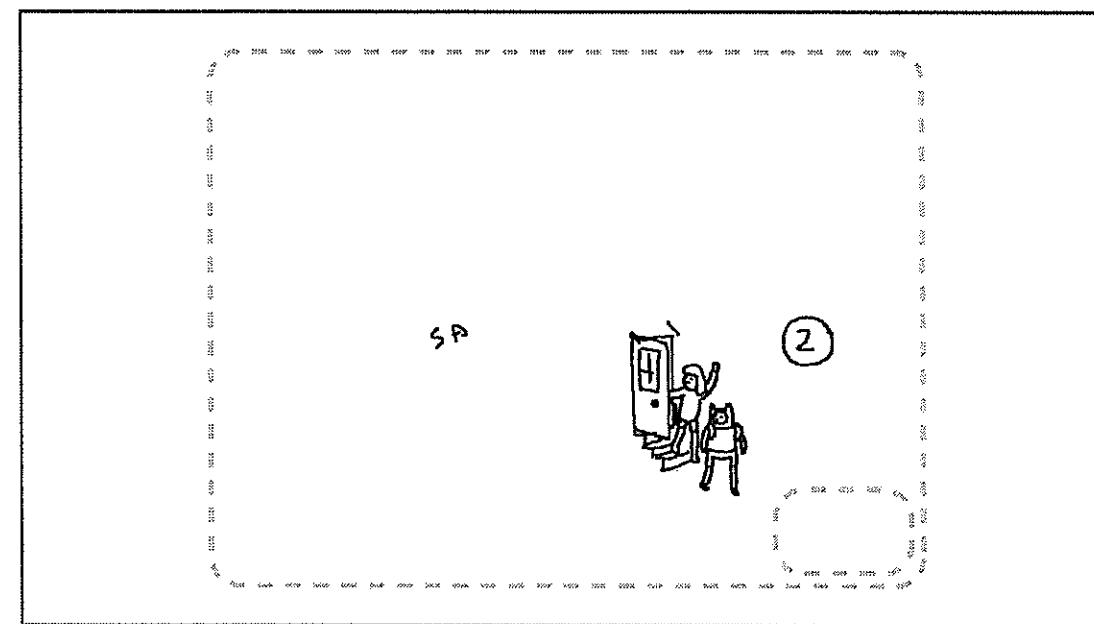


Sc. 185

Pnl. B

Bg.

day night

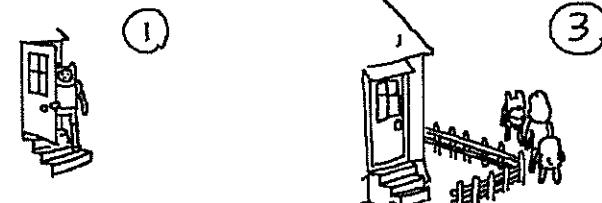


Dialog:

A. (E) TAKE CARE.
B. (PB) SEE YA MARY.

Action:

-F, J, PB
LEAVE HOUSE.



Timing:

499

500

Production :

EPISODE # 1034-219

ADVENTURE TIME



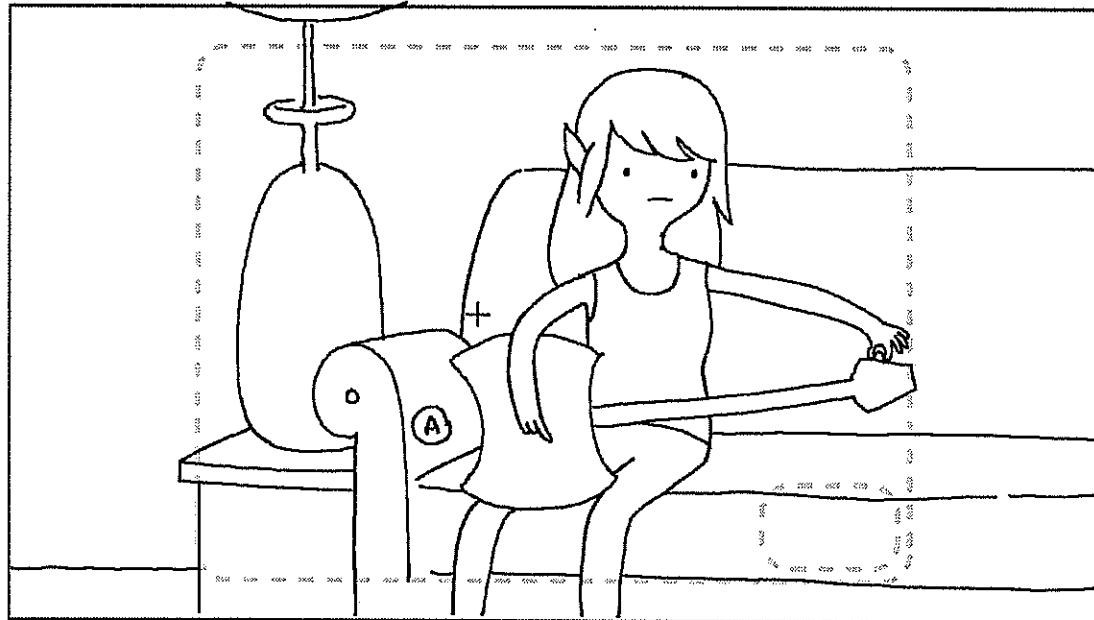
Page 2 S 1

Sc. 186

Pnl. A

Bg.

day night

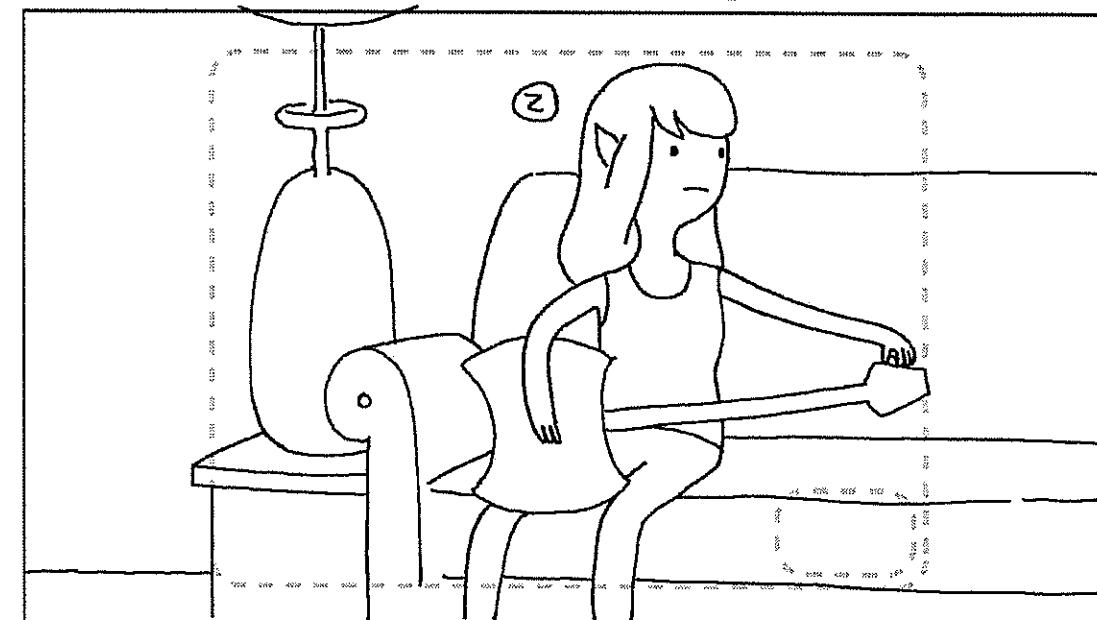


Sc. 186

Pnl. B

Bg.

day night



Dialog:

SFX / = TUNING PLUCKING =

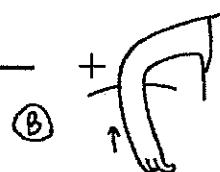
KING (os) ① YOUR FRIENDS SEEM NICE.

Action:

PLUCKING

A B A B A B A

Timing:



SO1

SO2

Production :

EPISODE # 1034-219

ADVENTURE TIME



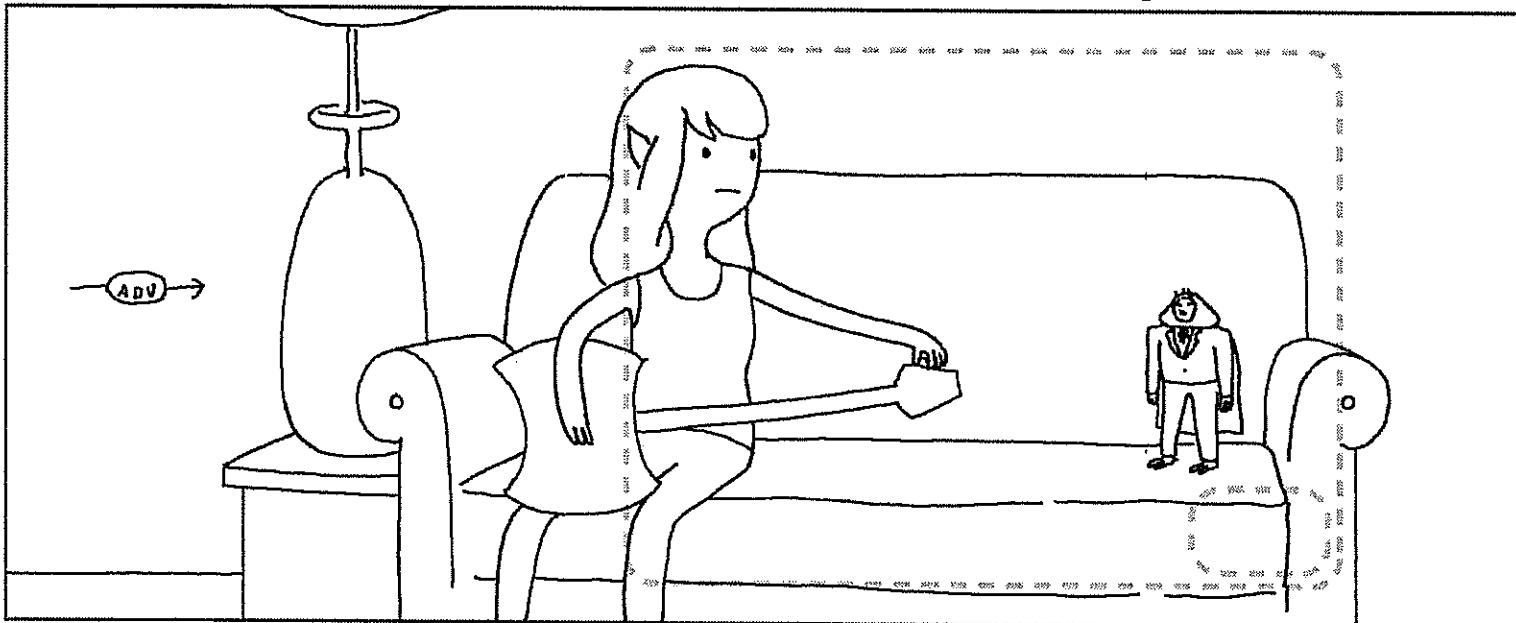
Page 152

Sc. 186

Pnl. c

Bg.

day night



Dialog:

Action:

- PAN RIGHT TO TINY VAMPIRE KING .

Timing:

503

504

Production :

EPISODE # 1034-219

ADVENTURE TIME



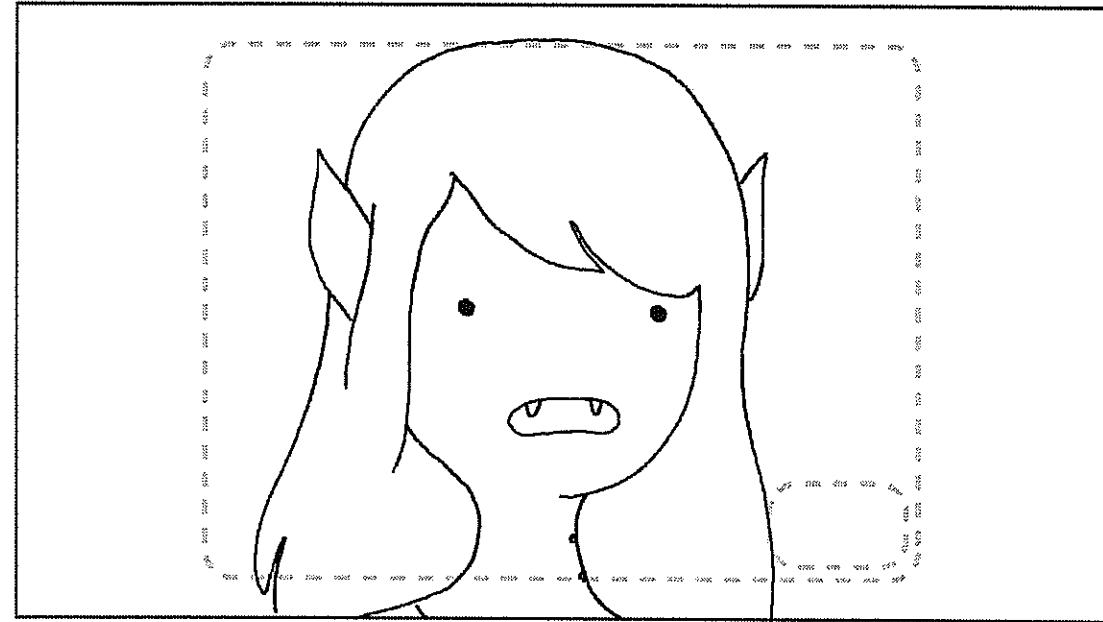
Page 253

Sc. 187

Pnl. A

Bg.

day night

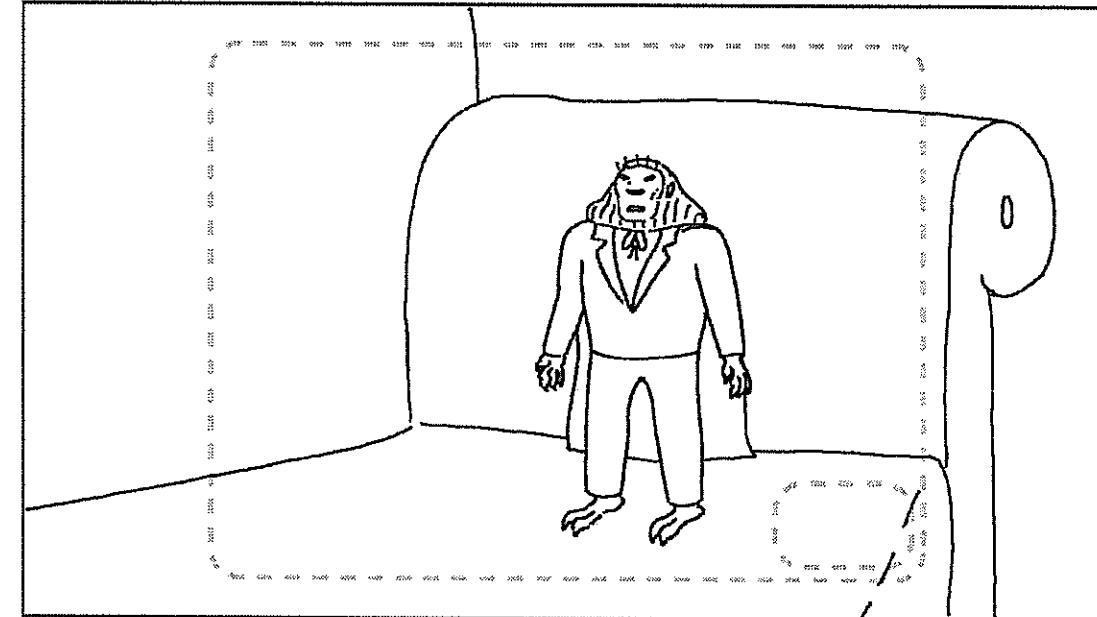


Sc. 188

Pnl.

Bg.

day night



Dialog:

(M) UMM MM,
ARE YOU LIKE IN MY
HEAD NOW OR WHAT.

(K) FOR NOW

Action:

Timing:

505

506

Production :

EPISODE # 1034-219

ADVENTURE TIME



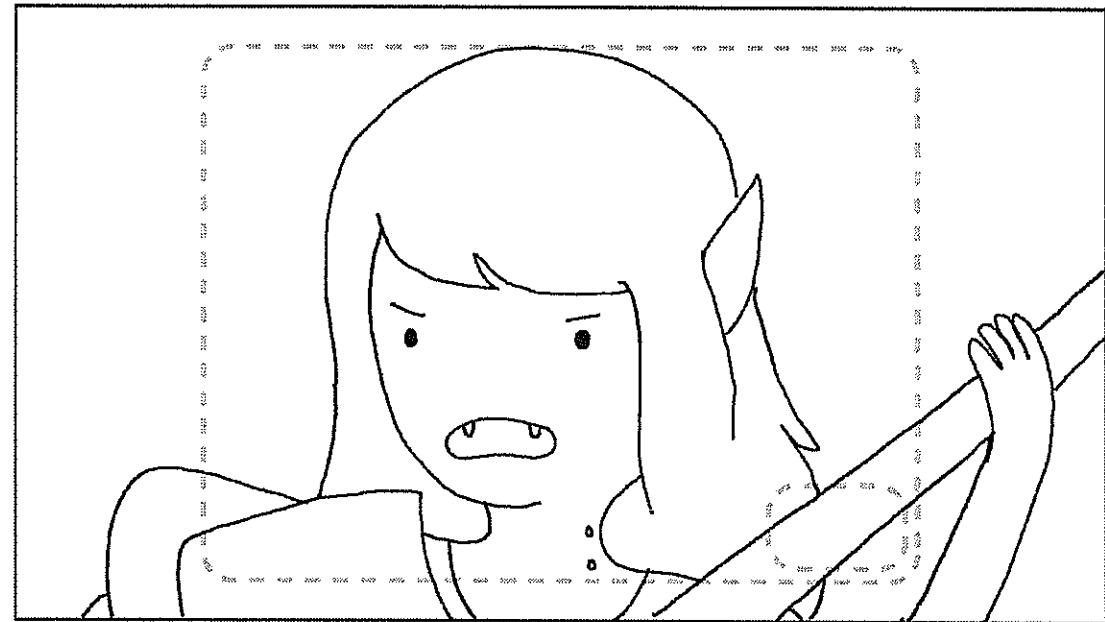
Page 254

Sc. 18⁹

Pnl. A

Bg.

day night

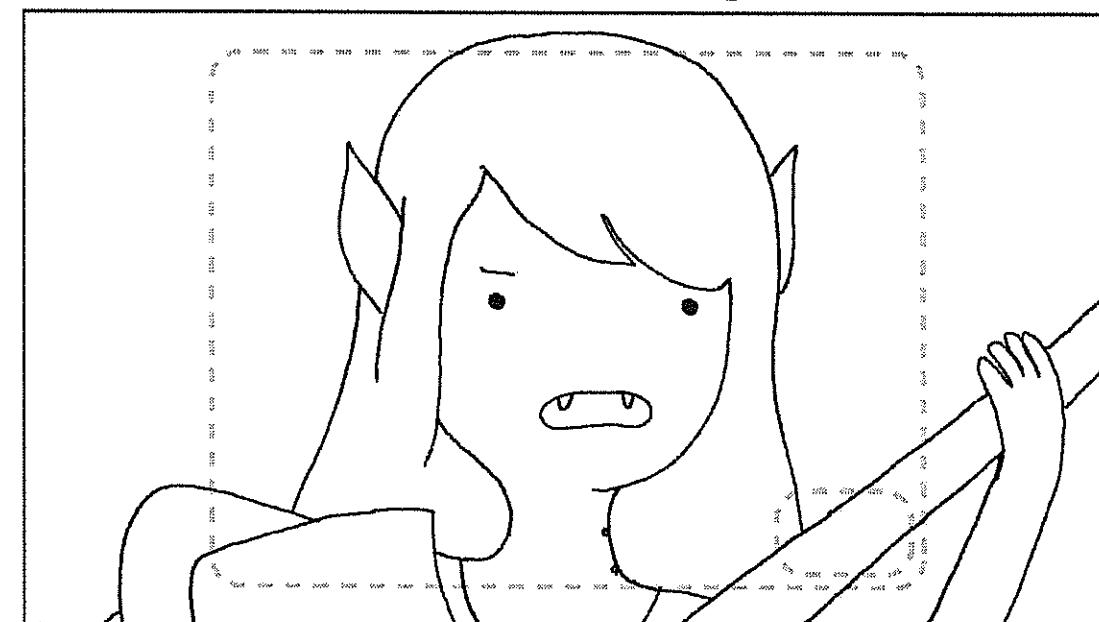


Sc. 18⁹

Pnl. B

Bg.

day night



Dialog:

(M) WELL, JUST DON'T GET IN MY WA.
(STARTS PLUCKING)

Action:

Timing:

507

508

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 255

Sc. 189

Pnl. C

Bg.

day night

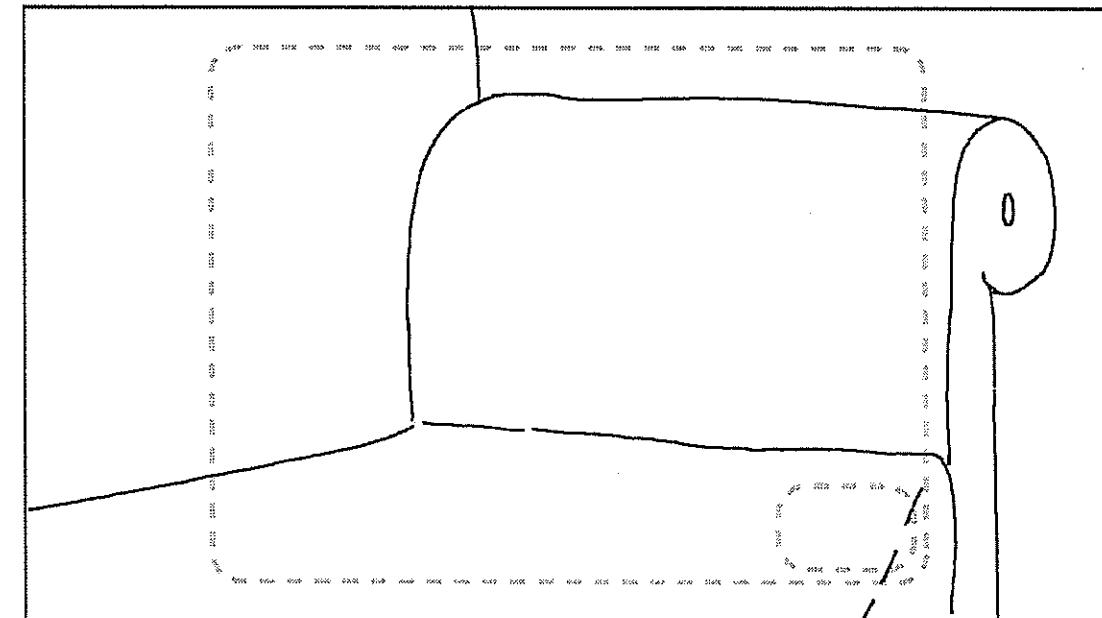


Sc. 190

Pnl. A

Bg.

day night



Dialog:



Action:

Timing:

509

510

Production :

EPISODE # 1034-219

ADVENTURE TIME



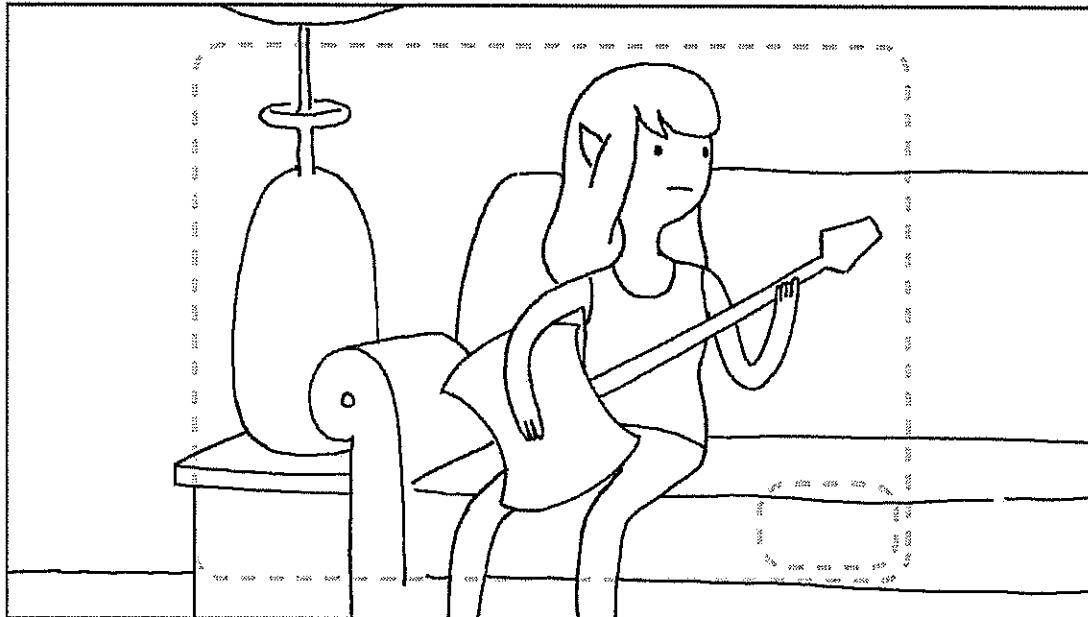
Page 296

Sc. 191

Pnl. A

Bg.

day night

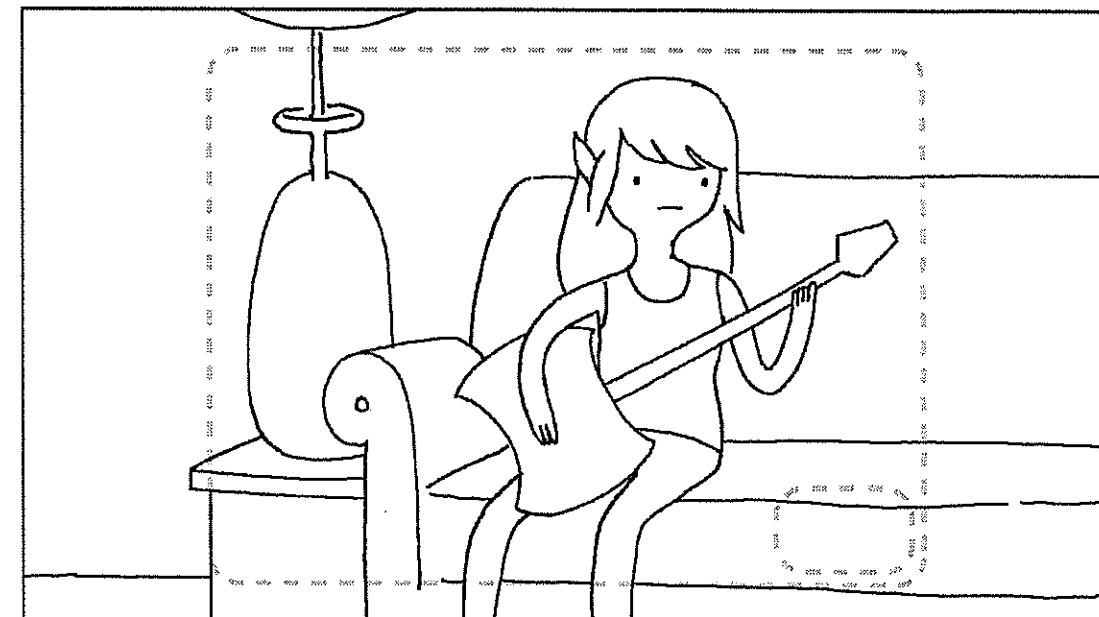


Sc. 191

Pnl. S

Bg.

day night



Dialog:

Action:

- M. THINKS FOR A BEAT.

Timing:

S11

S12

EPISODE # 1034-219

Production :

ADVENTURE TIME

Sc. 191

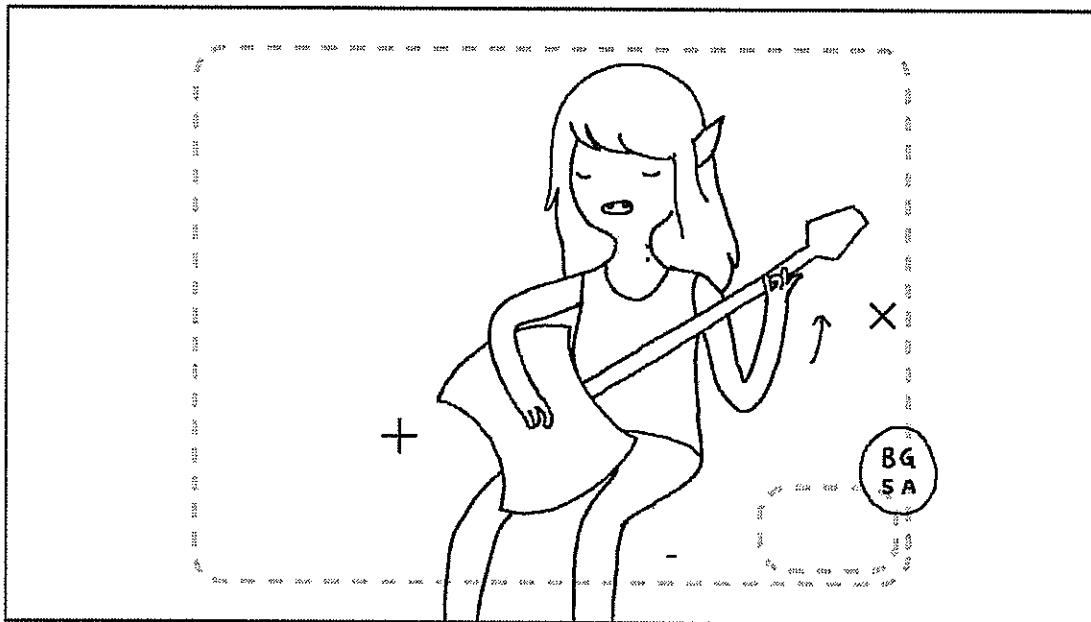
Pnl. <

Bg.



day night

Page 257



Dialog:

(M) (SINGING) LET'S GO IN THE GARDEN...
YOU'LL FIND SOMETHING WAITING...

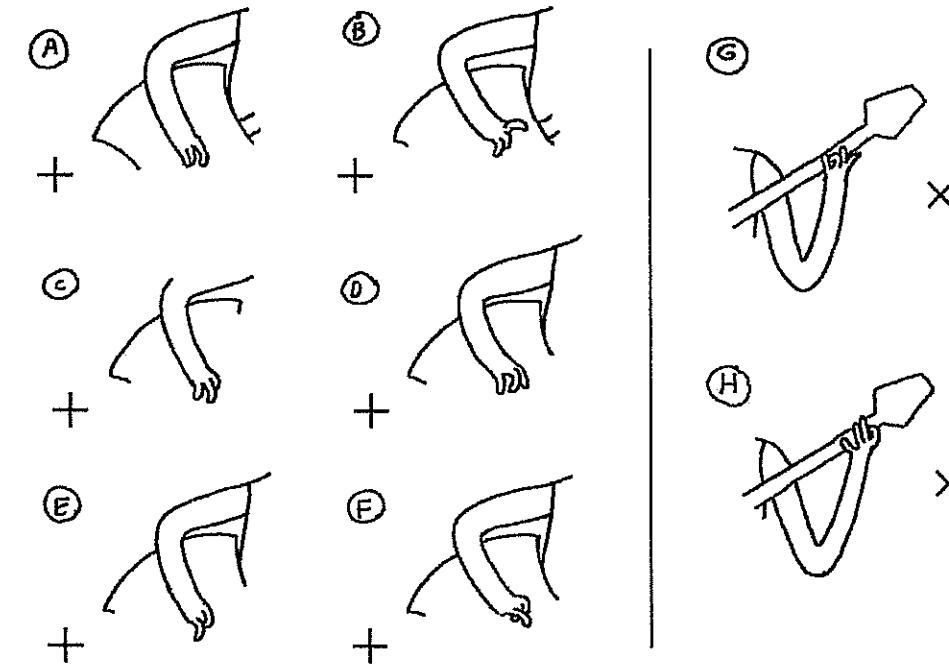
Action:

- M. STARTS
PLAYING.



Timing:

S13



S14

EPISODE # 1034-219

Production :

ADVENTURE TIME



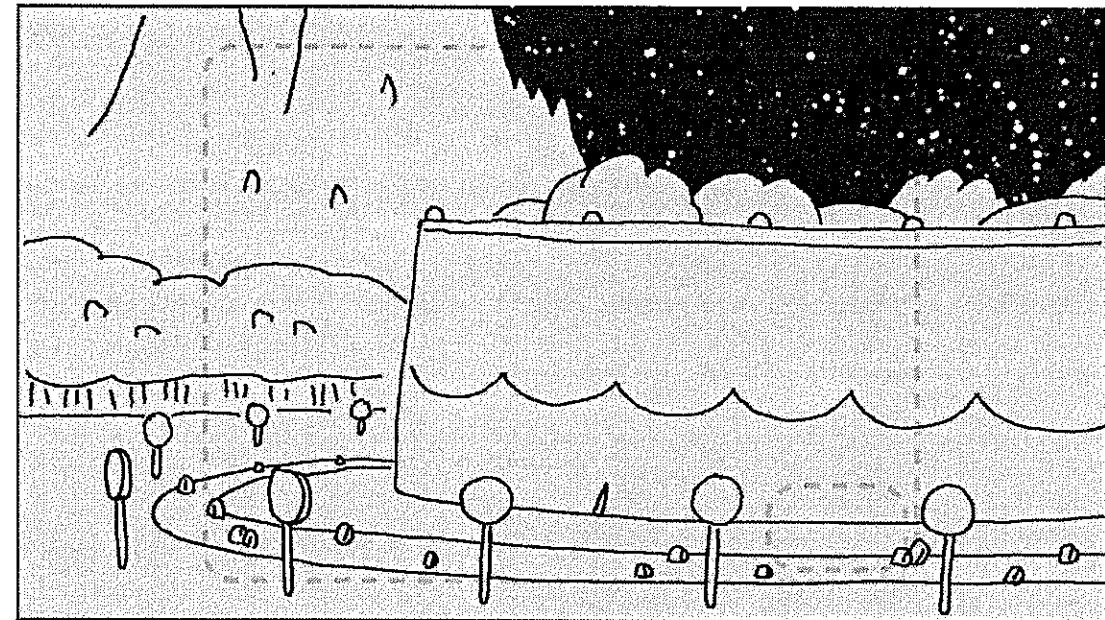
Page 258

Sc. 192

Pnl. A

Bg.

day night

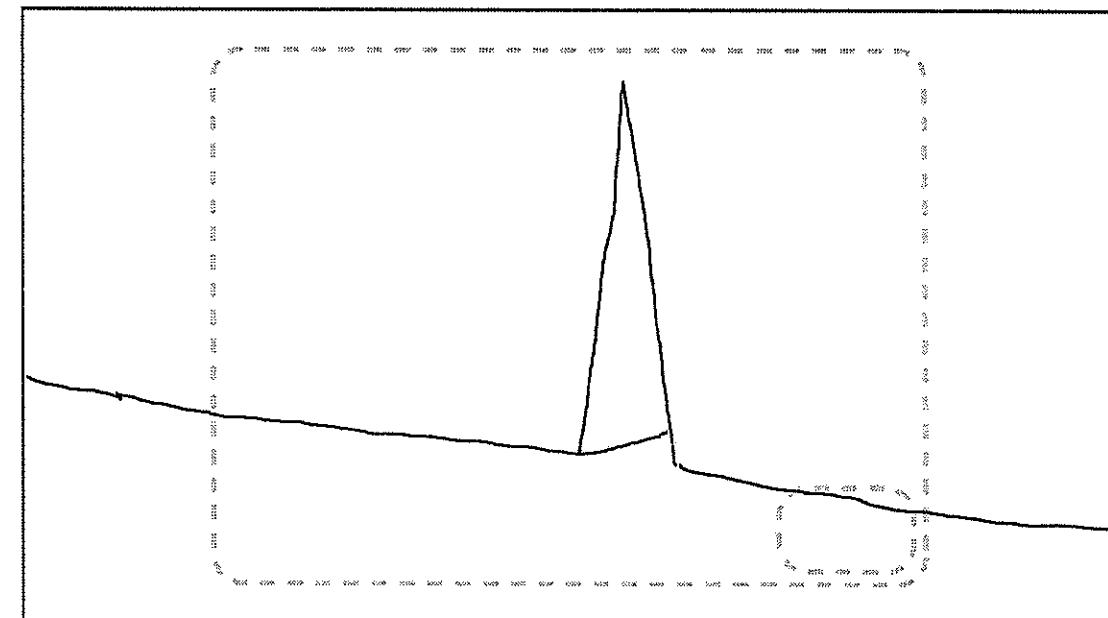


Sc. 193

Pnl. A

Bg.

day night



Dialog:



(V.O. SINGING)

RIGHT THERE WHERE YOU LEFT IT... ♪

Action:

- CRACK IN THE WALL.

Timing:

515

516

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 259

Sc. 193

Pnl. B

Bg.

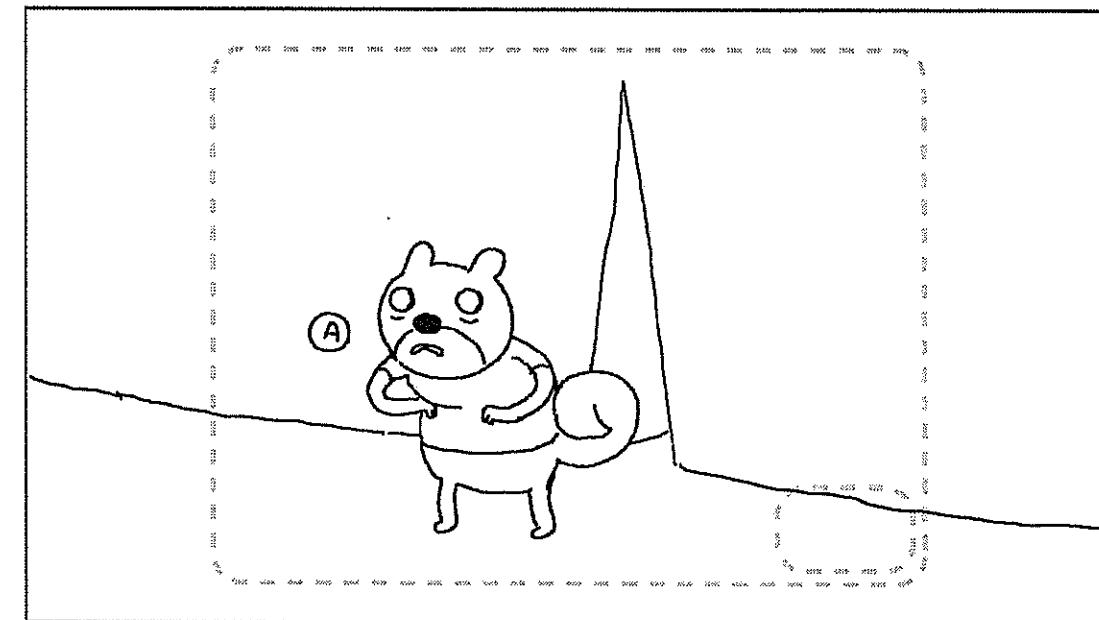
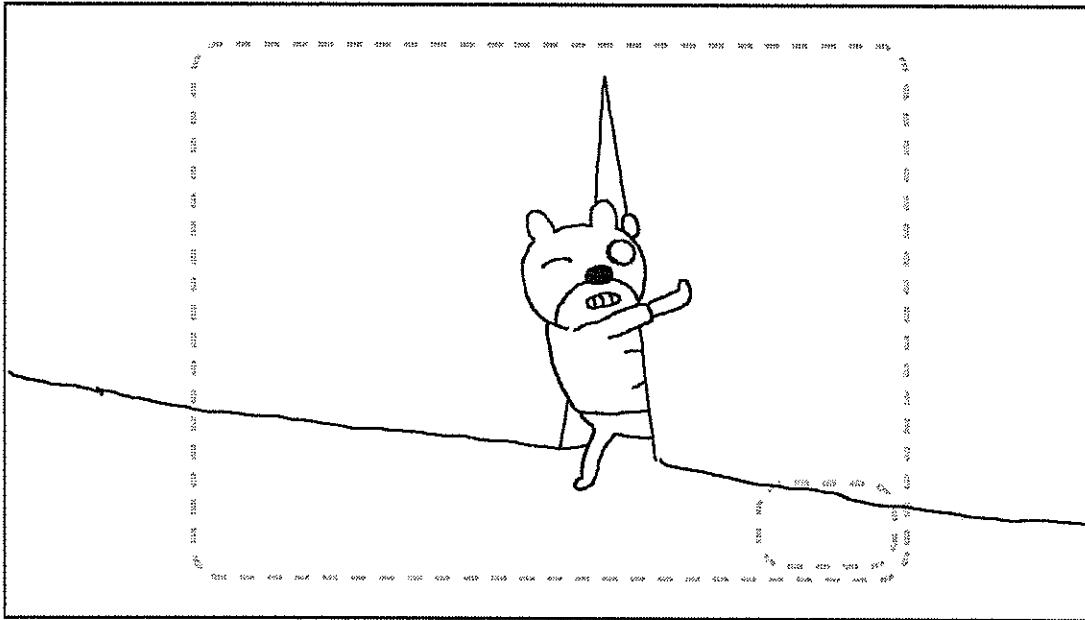
day night

Sc. 193

Pnl. C

Bg.

day night



Dialog:

(M) (SINGING) LYING UPSIDE DOWN ↪

Action:

- TORONTO SQUEEZES THROUGH CRACK.

Timing:

57



1034-219

EPISODE #

Production :

ADVENTURE TIME



Page 260

Sc. 193

Pnl. D

Bg.

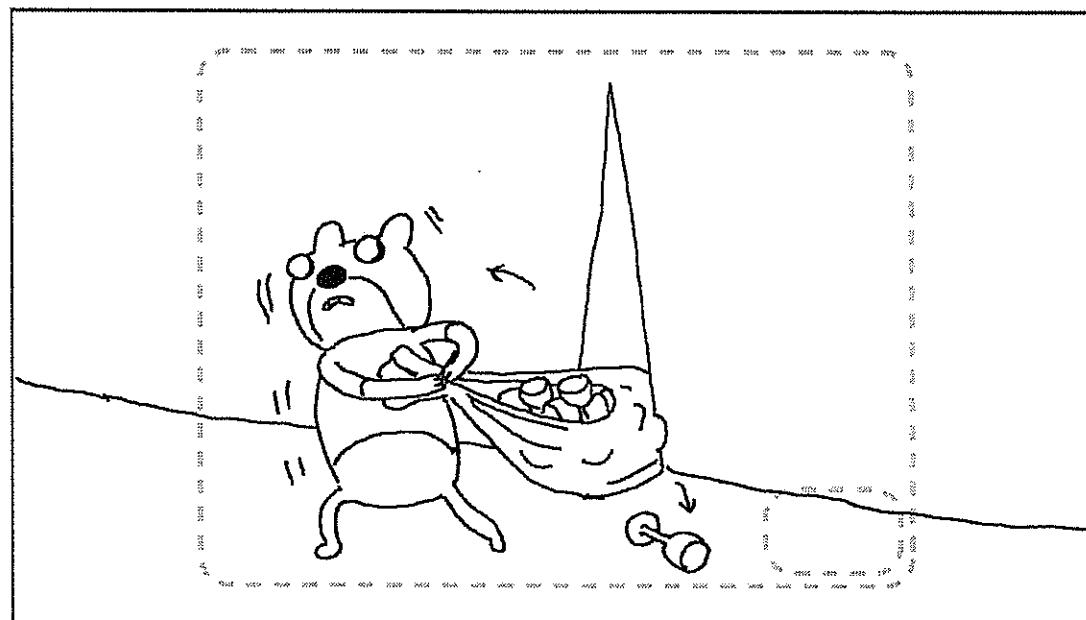
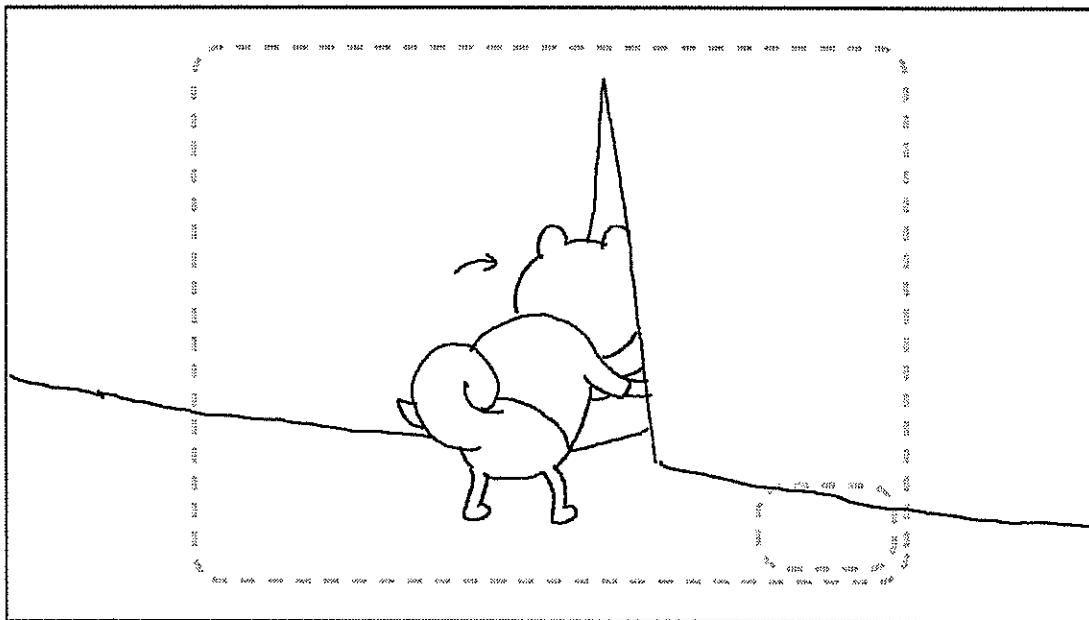
day night

Sc. 193

Pnl. E

Bg.

day night



Dialog:

(SINGING)

(M) ♫ WHEN YOU FINALLY FIND IT -- ♫ (SFX) CLANGING !!

Action:

- TORONTO REACHES INTO CRACK,

- TORONTO = STRUGGLING =
WITH SACK OF GOBLETS.

Timing:

519

520

EPISODE # 1034-219

Production :

ADVENTURE TIME



261
Page _____

Sc. 193

Pnl. F

Bg.

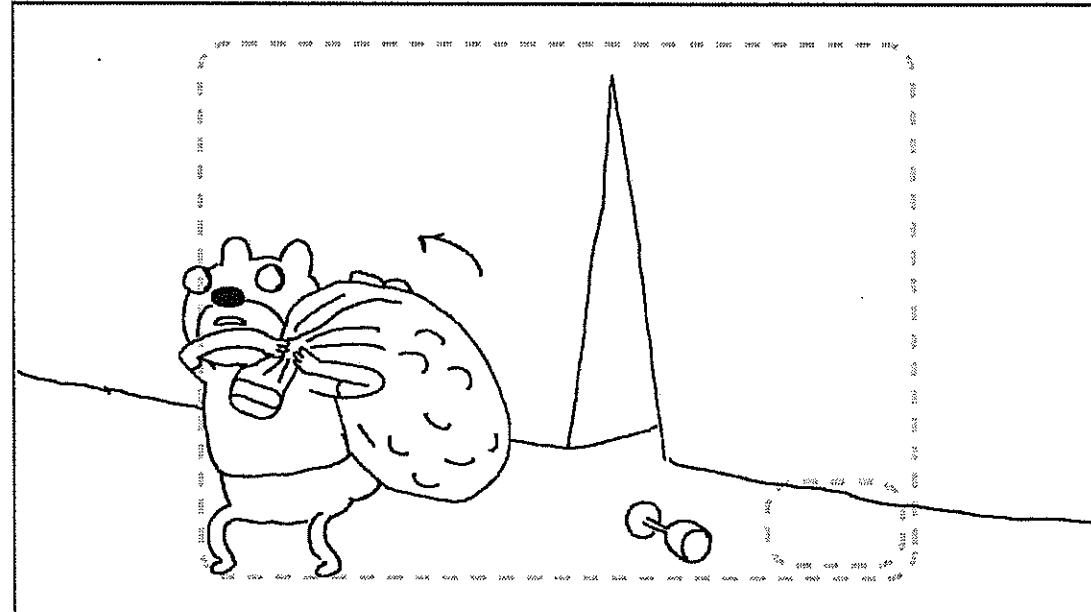
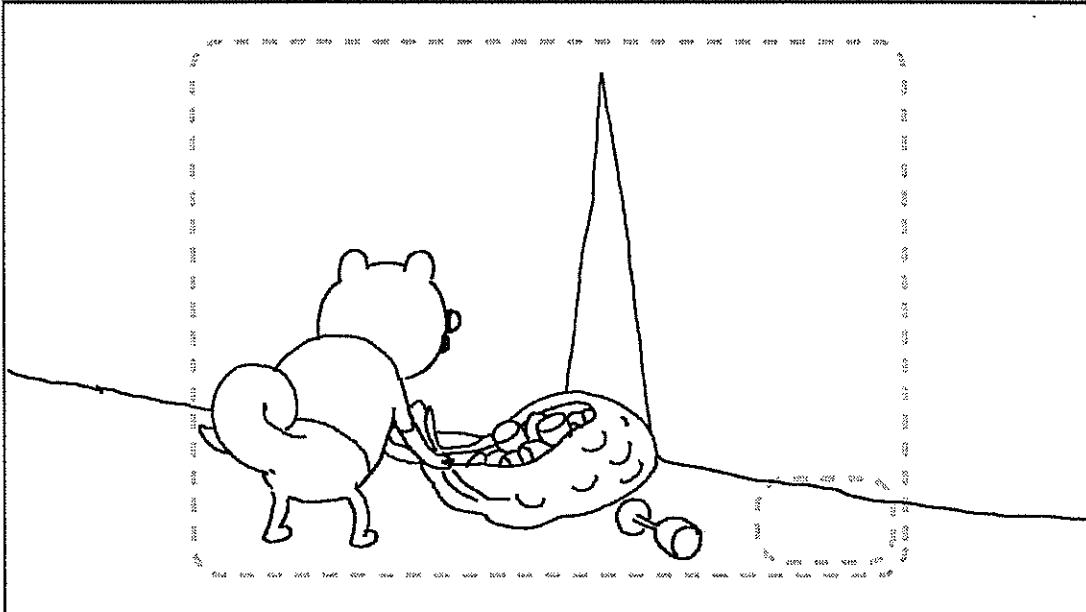
day night

Sc. 193

Pnl. G

Bg.

day night



Dialog:

(SINGING)
M ♫

YOU'LL SEE HOW IT'S FADED.. //

Action:

-TORONTO HEFTS THE SACK !

Timing:

521

522

1034-219

EPISODE #

Production :

ADVENTURE TIME



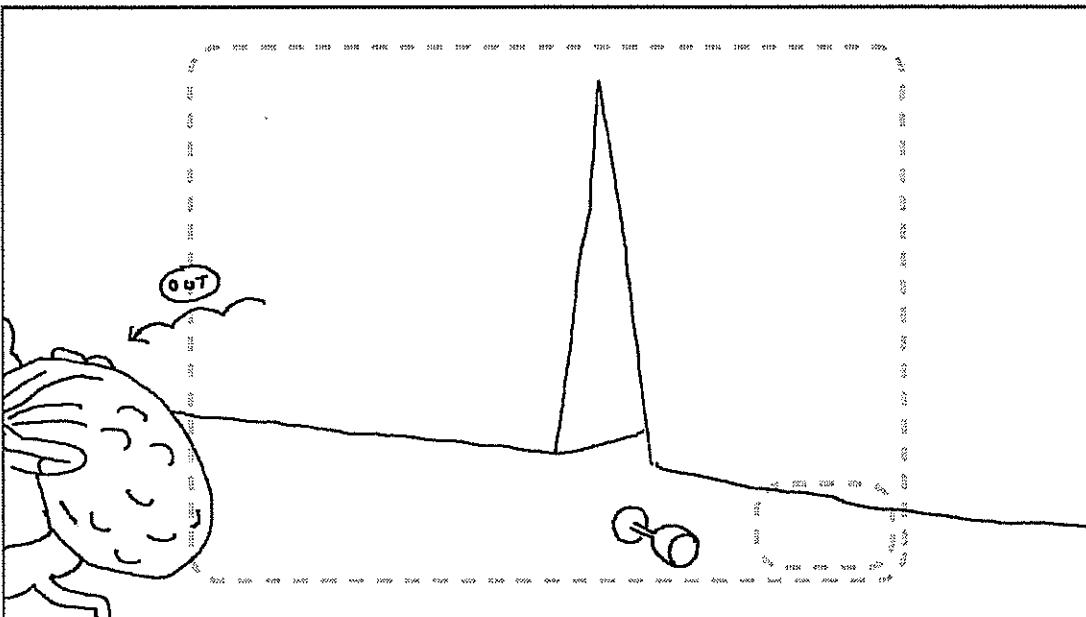
Page 262

Sc. 193

Pnl. H

Bg.

day night



Sc. 194

Pnl. A

Bg.

day night



Dialog:

(SINGING)
M ♪ THE UNDERSIDE IS = - ♪ .

Action:

- TORONTO HUSTLES OFF/S.

- CUT TO CANDY KINGDOM TOWER.

Timing:

523

524

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 263

Sc. 195

Pnl. A

Bg.

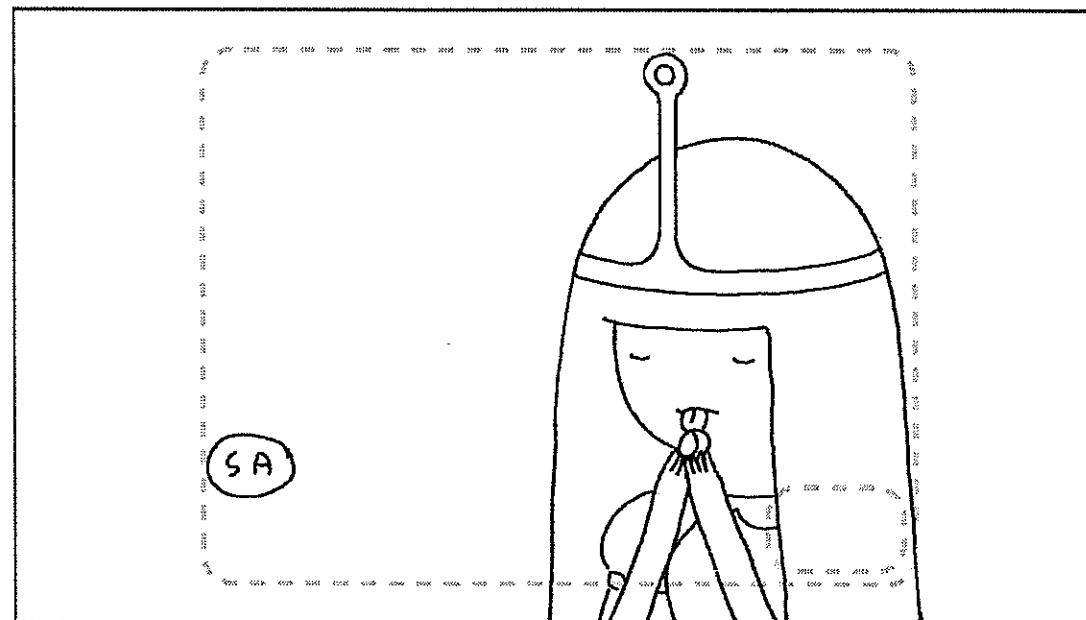
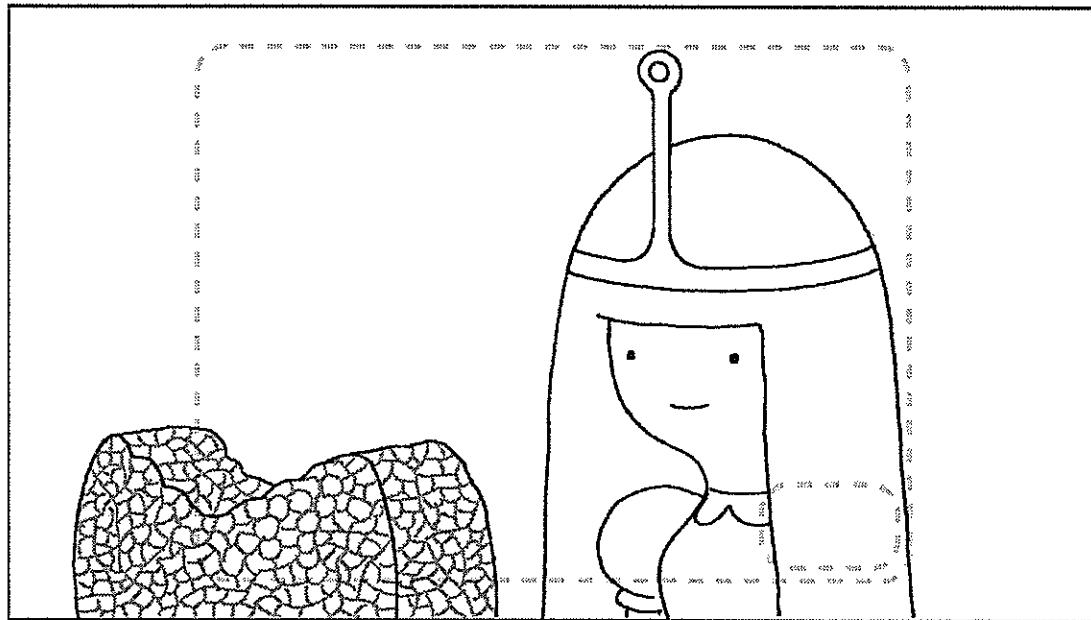
day night

Sc. 195

Pnl. B

Bg.

day night



Dialog:

(M) ♫ LIGHTER . WHEN YOU TURN - - ♪

Action:

- INT. CANDY KINGDOM

- PB LICKS CANDY PIECE,

Timing:

525

526

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 264

Sc. 1^a S

Pnl. C

Bg.

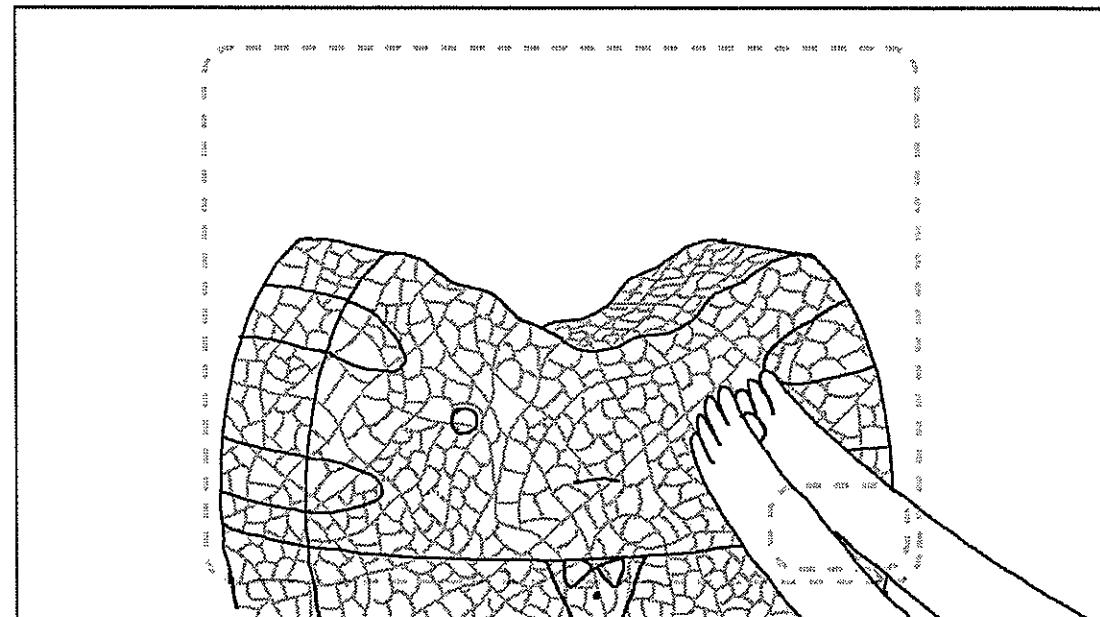
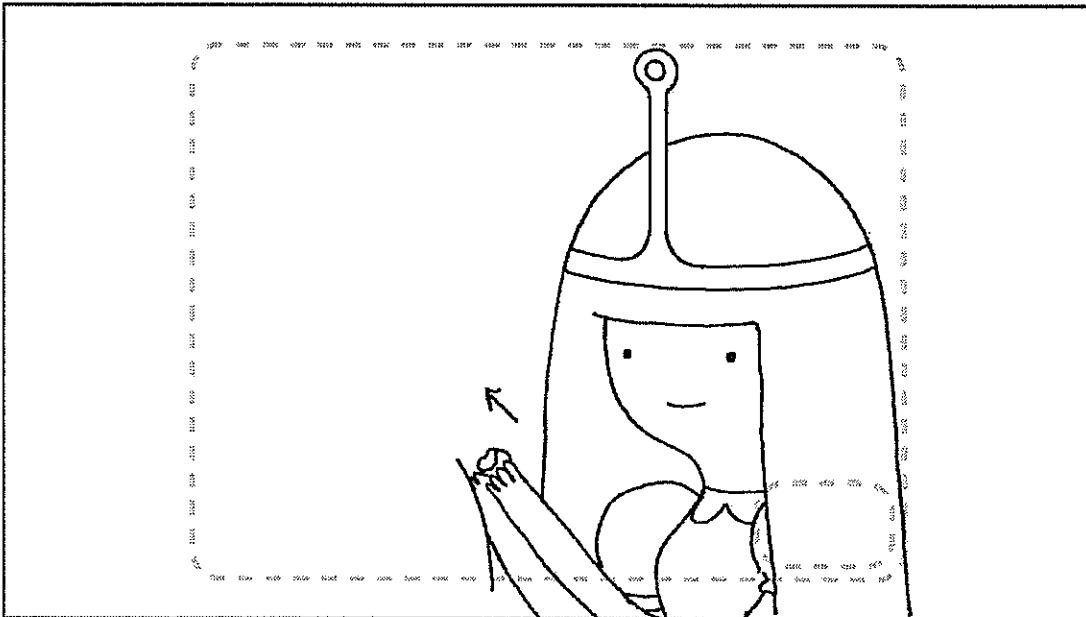
day night

Sc. 1^a 6

Pnl. A

Bg.

day night



Dialog:

M IT AROUND

Action:

- PB PUTS PIECE BACK ON PEP-BUT.

Timing:

527

528

EPISODE # 1034-219

Production :

ADVENTURE TIME



Page 265

Sc. 196

Pnl. B

Bg.

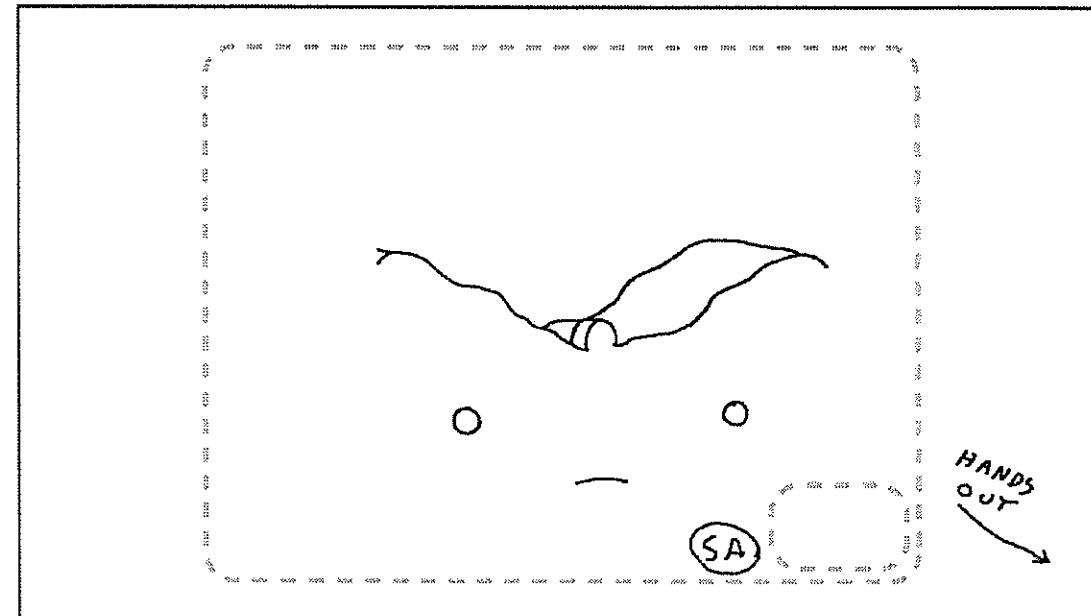
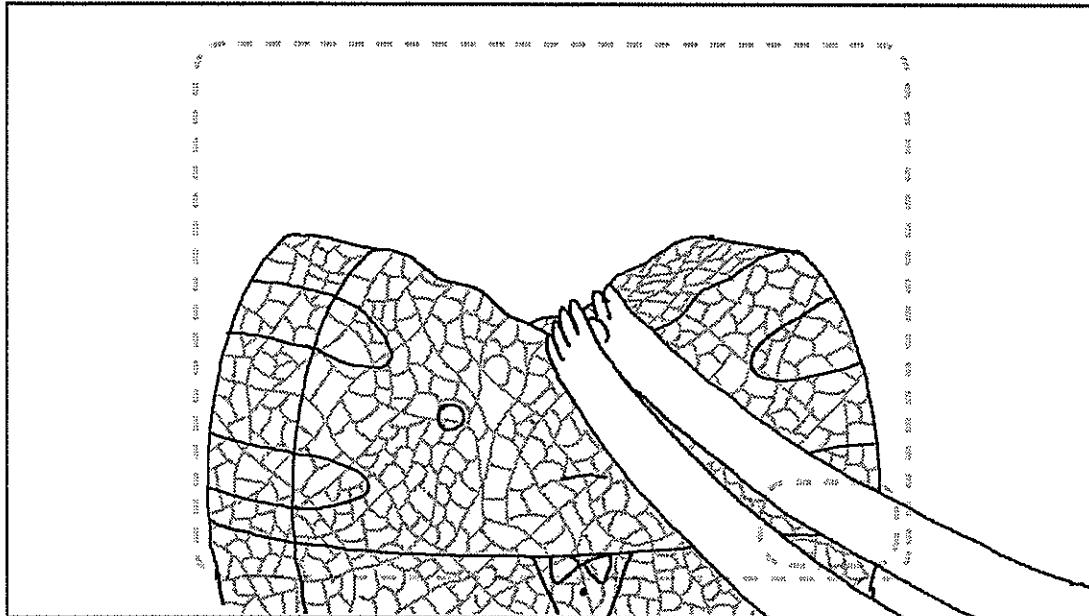
day night

Sc. 196

Pnl. C

Bg.

day night



Dialog:



EVERYTHING STAYS..

Action:

- PB LOWERS HANDS OFF/S.

Timing:

529

530

EPISODE # 1034-219

Production :

ADVENTURE TIME



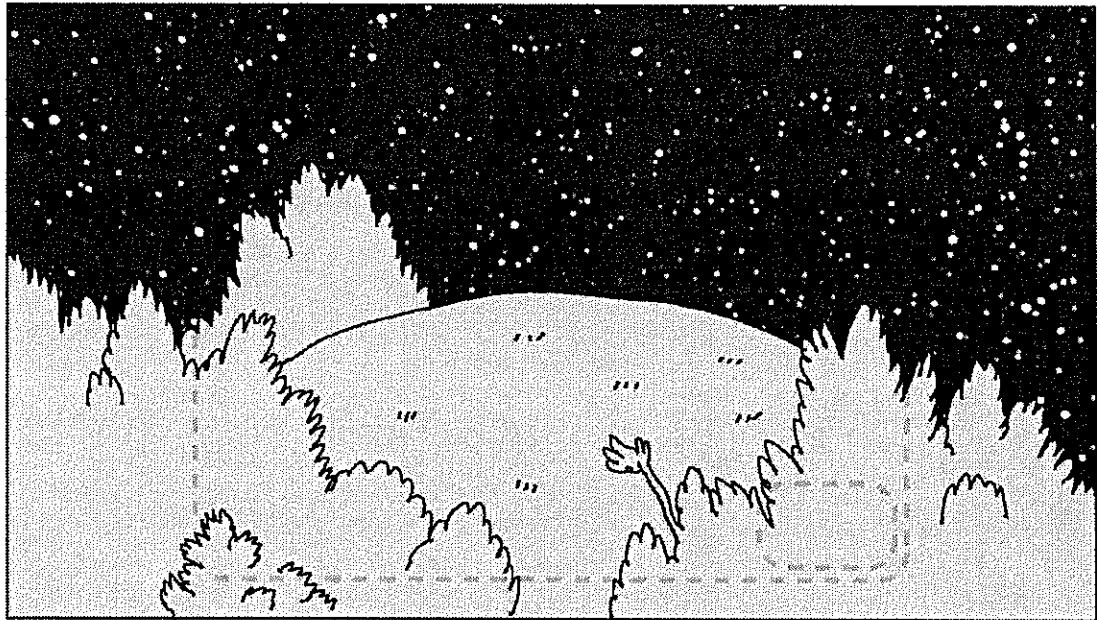
Page 266

Sc. 197

Pnl. A

Bg.

day night

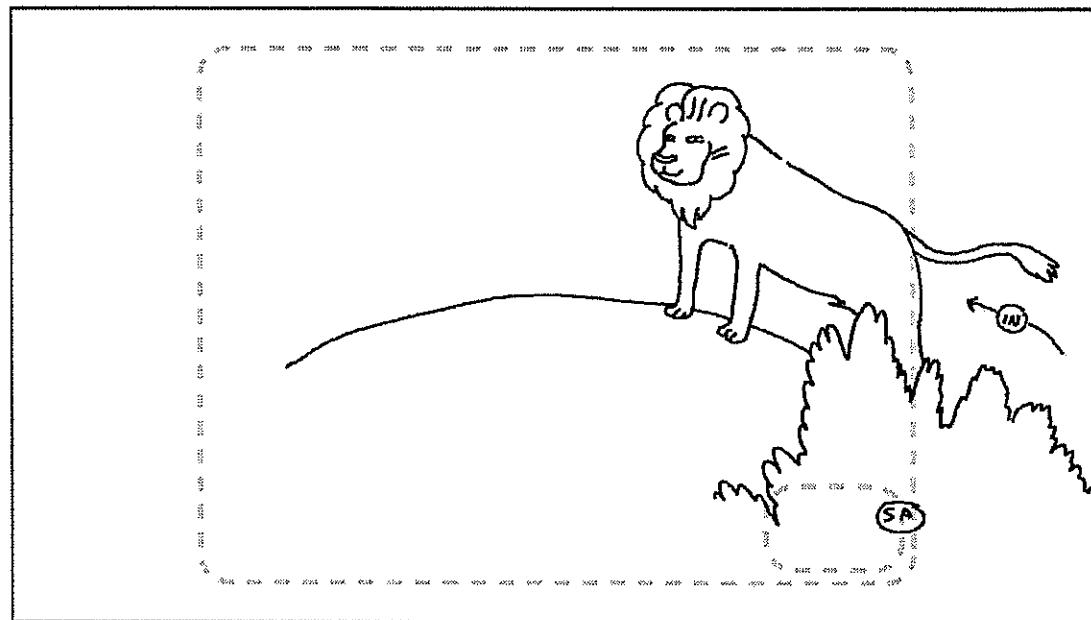


Sc. 197

Pnl. B

Bg.

day night



Dialog:

(M) ♫ RIGHT WHERE YOU LEFT IT . . . ♫

Action:

- LION WALKS ON/S.

Timing:

531

532

EPISODE # 1034-219

Production :

ADVENTURE TIME



267
Page

Sc. 197

Pnl. C

Bg.

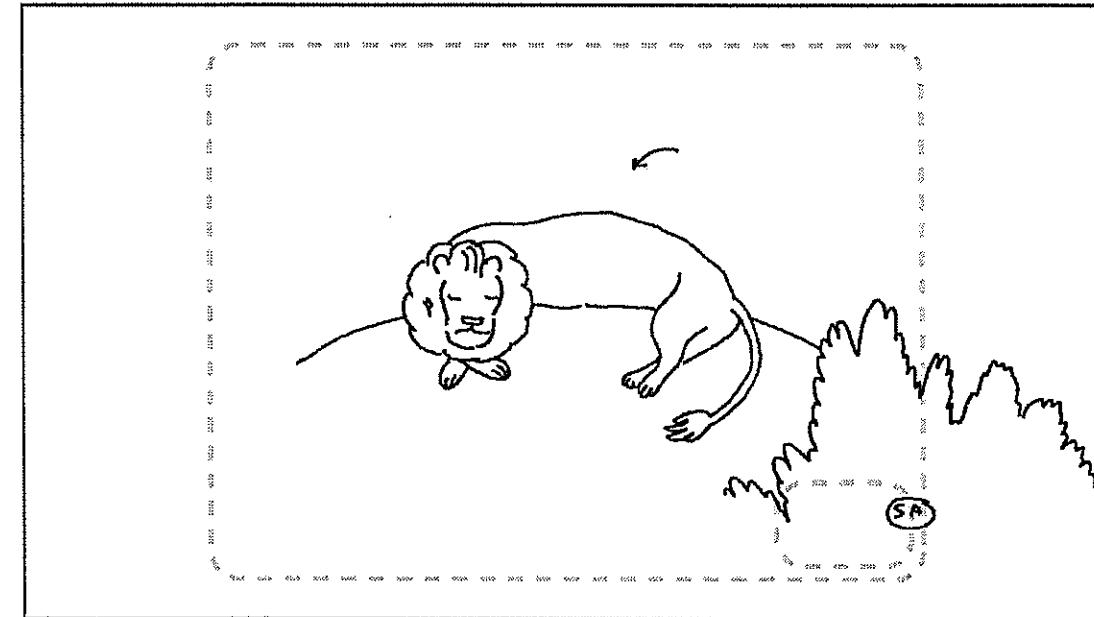
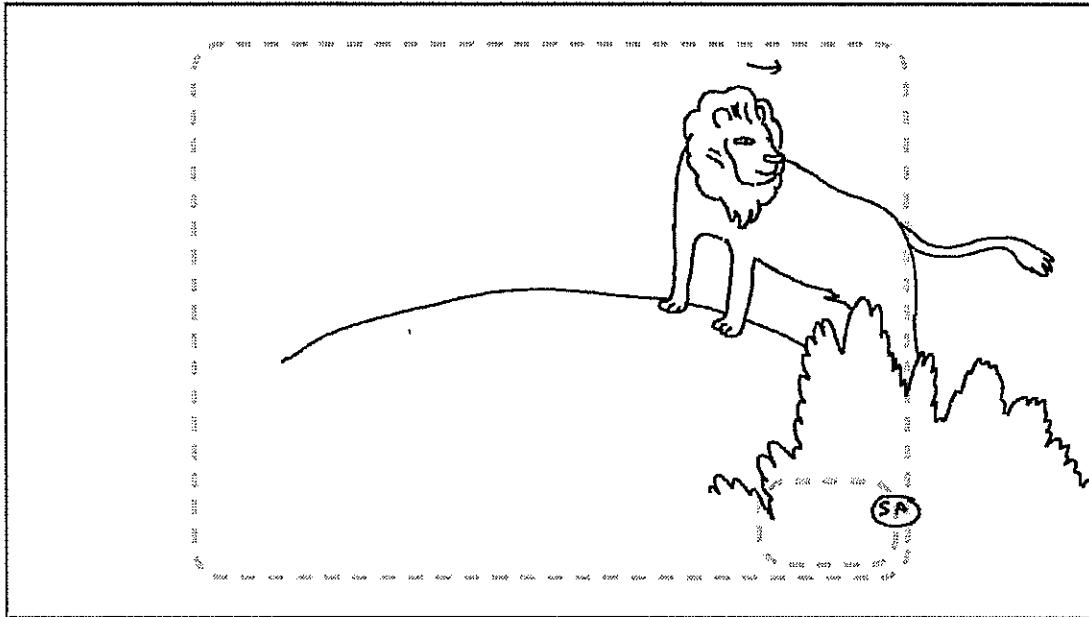
day night

Sc. 197

Pnl. D

Bg.

day night



Dialog:

(M)

EVERYTHING STAYS -

Action:

- LION WES DOWN.

Timing:

533

534

EPISODE # 1034-219

Production :

ADVENTURE TIME



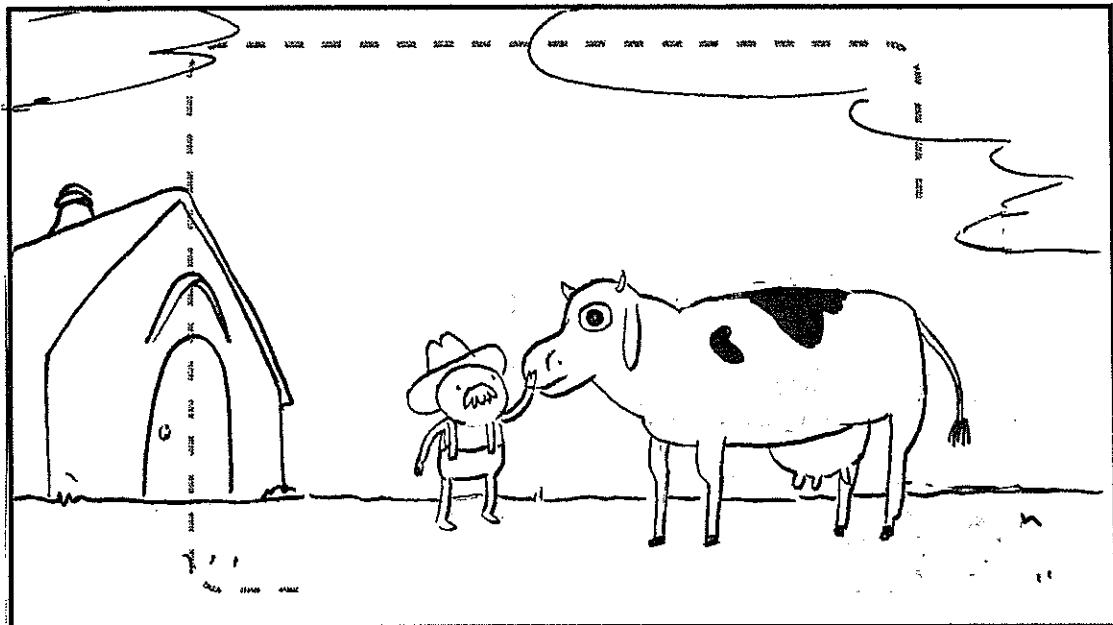
Page 268

Sc. 198

Pnl. A

Bg.

day night

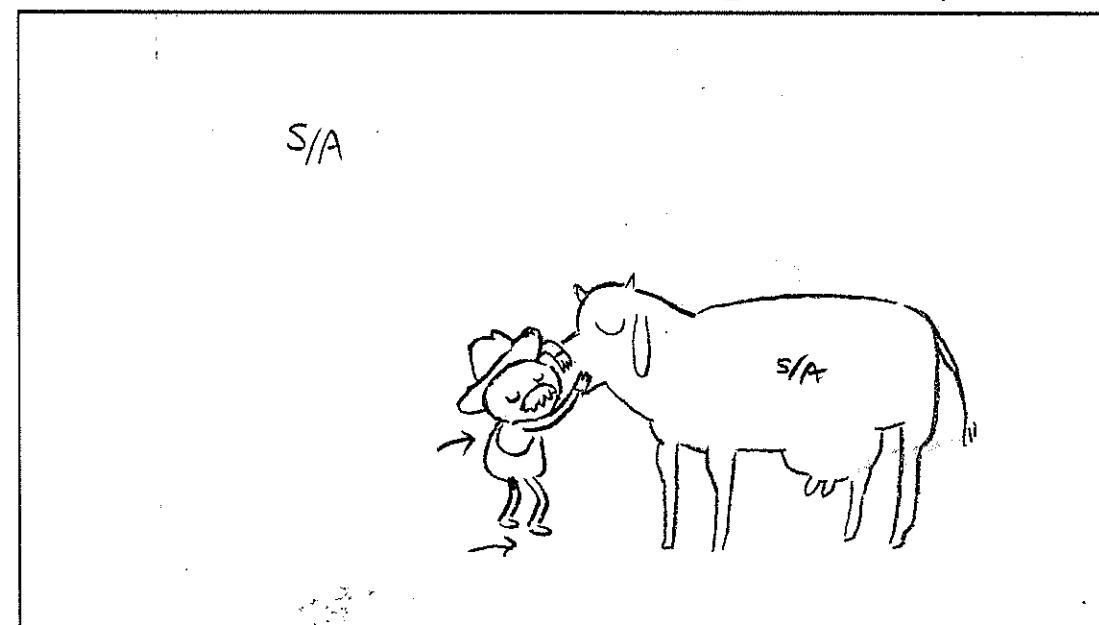


Sc. 198

Pnl. B

Bg.

day night



Dialog:

(M)

♪ BUT IT STILL CHANGES... ♪

Action:

- CLOUD DANCE PETS COW.

- CD HUGS COW.

Timing:

535

536

EPISODE #

Production :

ADVENTURE TIME



Page 269

Sc. 199

Pnl. A

Bg.

day night

Sc. 199

Pnl. B

Bg.

day night



EPISODE #

Dialog:

(M) (VO, SINGING)

EVER SO SLIGHTLY, DAILY AND NIGHTLY... ↗

Action:

-FLASHBACK TO PT. 2 SCENE .

-MARCELINE'S MOM ROCKS MARCI.

Timing:

537

538

Production :

ADVENTURE TIME

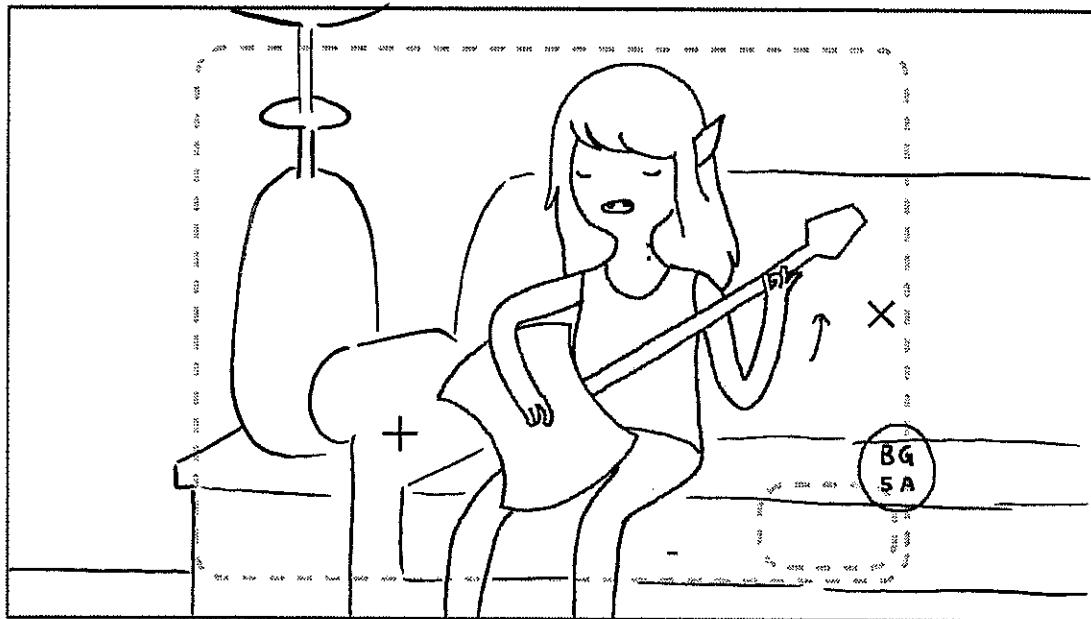


Sc. 200

Pnl. A

Bg.

day night



Dialog:

(M) (SINGING)

IN LITTLE WAYS ..

Action:

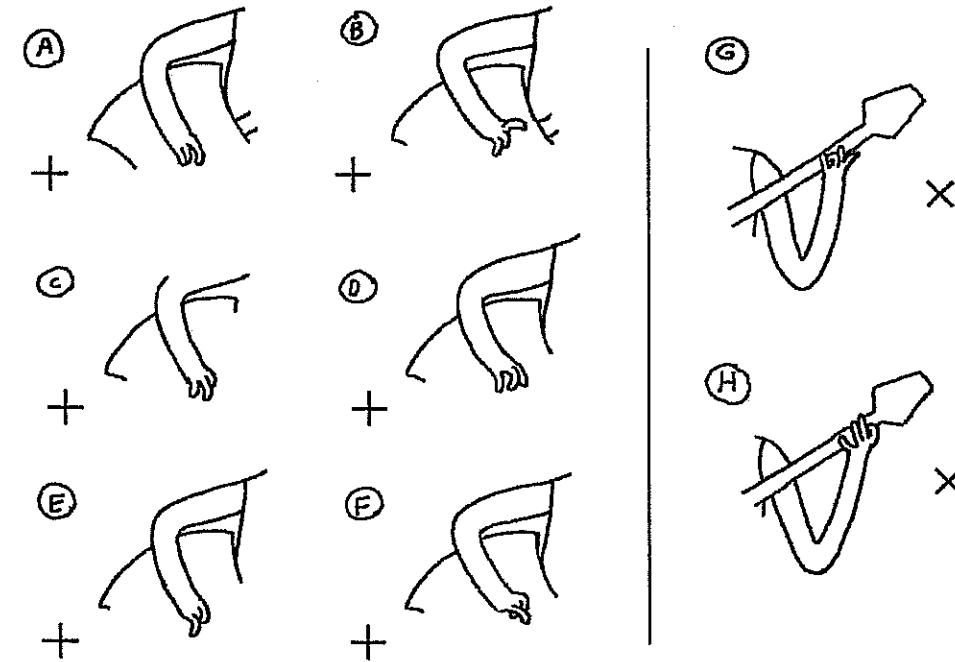
G
A B C D

H
E F C D E F

Timing:

539

Page 270



540

EPISODE # 1034-219

Production :

ADVENTURE TIME



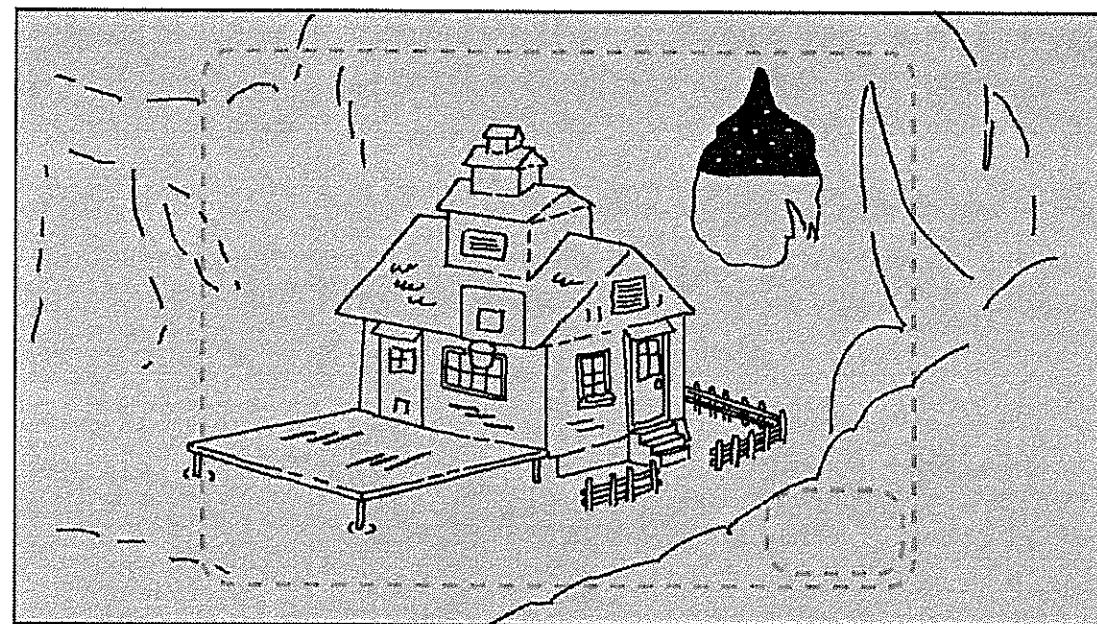
Page 271

Sc. 201

Pnl. A

Bg.

day night

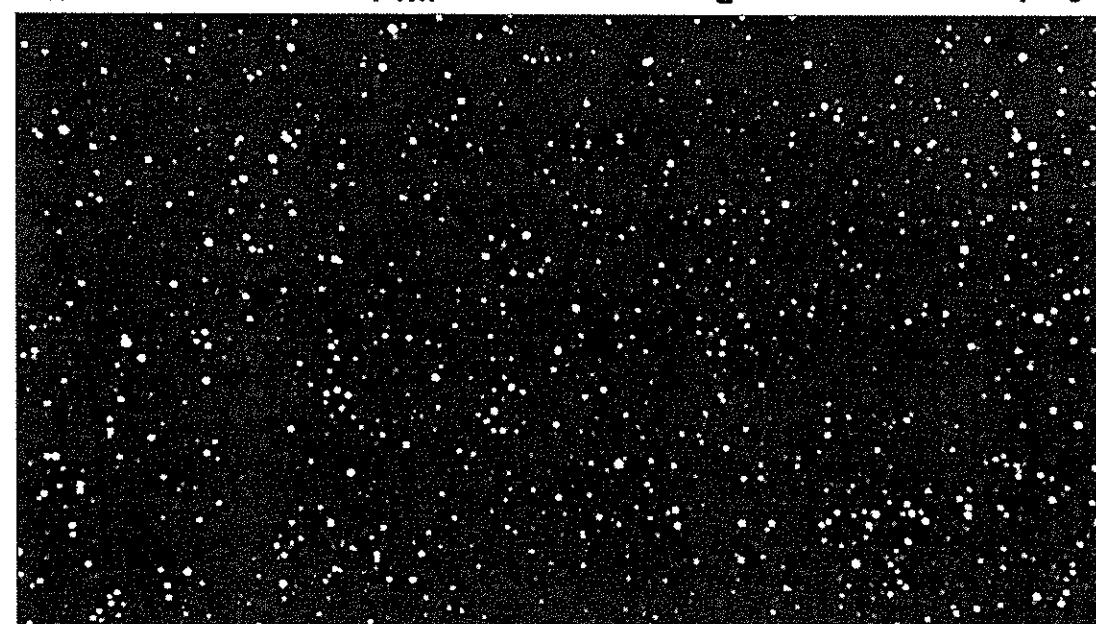


Sc. 202

Pnl. A

Bg.

day night

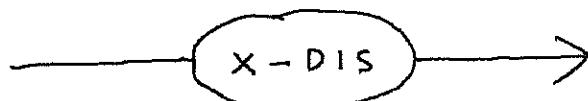


Dialog:

(*o/s, SINGING*)

(M) ↗ EVERYTHING... STAYS ... ↘

Action:



Timing:

541

542

THE
END

Production :

EPISODE # 1034-219